

# **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

REGISTRAR REgistrar

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.
- **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)
- 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
- 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

Sl. No.	Cours	Course	L	Р	Cr	Туре	of	Cou	Pre-	Anti	Future Cour	rses in	List	of PC	Os to	which	Cours	e Cate	ers to						
	е	Name			ed	Skill/		rse	requi	req	B.Sc (Multir	media)	Р	Р	Р	РО	РО	РО	РО	РО	Р	РО	РО	Р	
	Code				its	Focus		Cat	sites/	uisi	that need	this	0	О	О	4	5	6	7	8	О	10	11	О	
								ers	Co-	tes	Course a	is a	1	2	3						9			1	
								to	requi		Prerequisite	9												2	
									sites																
SCHOO	L CORE	- Mini	mui	n	44								D	Р	AC	IN	МО	RE	SO	ET	TE	СО	PR	LI	
Credits	to be ea	rned from	n th	is									0	R	TI	VE	DE	SE	CIE	НІ	Α	М	Ol	FE	
basket													M	0	VI	STI	RN	AR	TY	CS	М	М	М	L	
													K	В			то				W		G	0	
													N	S			OL				О		М	N	
													0	О							RK		Т	G	
													W	L											
														٧											



1	BSM1	Multim	3	0	3	F	НР	-	BSM2006	Р	Р	Р	Р	Р					Р		Р	
	001	edia																				
		Model																				
2	BSM1	Sketchi	1	4	3	F	HP	-		Р	Р	Р	Р						Р		Р	
	005	ng																				
3	BSM1	Produc	3	0	3	EM	НР	-		Р	Р	Р	Р	Р					Р		Р	
	006	tion																				
		pipelin																				
		е																				
4	BSM1	Visual	1	4	3	S/EM	HP	-	BSM1007,BSM20	Р	Р	Р	Р	Р				Р	Р			
	002	design							06													
		&																				
		langua																				
		ge																				
5	BSM1	Prepro	3	0	3	S	HP	-	BSM1006,	Р	Р	Р	Р	Р				Р	Р			
	003	ductio																				
		n																				
6	BSM3	Portfoli	0	0	4	S/ EM/ EN	HP			Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	
	001	0																				
		Develo																				
		pment																				





7	BSM3	Summ	0	0	4	S / EM/EN	HP			Р		Р		Р		Р		Р	Р	Р		
	002	er																				
		Interns																				
		hip																				
8	BSM3	Mini	0	0	4	S / EM/EN	НР			Р		Р		Р	Р			Р		Р	Р	
	003	Project																				
9	BSM3	Dissert	0	0	4	S / EM/EN	НР			Р		Р	Р		Р					Р		
	004	ation/																				
		Industr																				
		У																				
		Review																				
		Project																				
10	PHY1	Essenti	2	0	2	F	HP	-		Р	Р	Р			Р			Р	Р		Р	
	009	als of																				
		Physics																				
11	BSM1	Eleme	2	4	4	F	HP	-	BSM2001,	Р	Р	Р	Р	Р		Р	Р	Р	Р		Р	
	011	nts &							BSM2003													
		Principl																				
		es of																				
		Design																				

12	BSM1	Observ	1	2	2	F	HP	-	BSM2001,BS	SM20	Р	Р		Р	Р				Р			
	010	ation &							07													
		Ideatio																				
		n																				
English	and Fore	ign Langu	ıag	es	4																	
		credits to																				
earned	from this	s basket =																				
1	ENG1	Comm	2	0	2	F		-	ENG2005		P		P			Р	Р	Р	Р	Р	Р	
	003	unicati																				
		ve																				
		English																				
2	ENG2	Techni	2	0	2	F		_			P		P			Р	Р	P	Р	Р	Р	
	005	cal	_		_						Г					F		<b>F</b>		F		
	003	Writte																				
		n																				
		Comm																				
		unicati																				
		on																				
3	FRL10	Basic	2	0	2	S/ EM		-			Р		Р			Р	Р	Р	Р	Р	Р	
	01	Spanis																				
		h																				





4	FRL10	Basic	2	Λ	2	S/ EM		_			Р		Р		Р	Р	Р	Р	Р		Р	
4	LULIU	Dasic	-	U	2	3/ EIVI		_					-					-			P	
	02	French																				
_					_											_	-					
5	FRL10	Basic	2	0	2	S/ EM		-			P		Р		Р	Р	P	Р	Р		Р	
	03	Germa																				
		n																				
Kannad	la Basket	- Min. cr	edi	ts	1																	
to be ea	arned fro	m this bas	ket	=																		
1	KAN1	Kali	1	0	1	S		Non-	-	,	Р	Р	Р		Р	Р	Р	Р	Р		Р	
	001	Kanna						Karna														
		da						taka														
2	KAN1	Thili	1	0	1	S		From	-		Р	Р	Р		Р	Р	Р	Р	Р		Р	
	002	Kanna						Karna														
		da						taka														
Soft Ski	lls Basket	(All Cour	ses	in	4																	
thic ha	skot aro	mandato	·r·/																			
		manuato	, y i	-																		
Min. Cr	edits																					
1	PPS1	Introd	0	2	1	S	HP	-	-	'	Р		Р	Р	Р	Р	Р	Р	Р	Р	Р	
	001	uction																				
		to soft																				
		skills																				



2	PPS1	Soft	0	2	1	S	HP	-	-		Р	Р	Р	Р	Р		Р	Р		
	004	Skills																		
		for																		
		Design																		
		ers																		
3	PPS4	Introd	0	2	1	S/EM	HP	-	-			Р			Р	Р	Р	Р		
	002	uction																		
		to																		
		Aptitu																		
		de																		
4	PPS2	Reason	0	2	1	S/EM	HP/	-	-			Р			Р	Р	Р	Р	Р	
	001	ing and					GS													
		Employ																		
		ment																		
		Skills																		
5	PPS3	Prepar	0	2	1															
	018	edness																		
		for																		
		Intervi																		
		ew																		

Non-Cr	edit Pa	ass/Fail	Туре	0	F	ES	-	-		Р	Р	Р	Р	Р	Р		
Course	S																
1	CHE1	Enviro	1 2	2 0	List of												
	020	nment			University												
		al			wide clubs												
		Studies			attached												
		and			separately												
		Sustain			. In												
		able			addition												
		Develo			to those												
		pment			listed,												
					student												
					may enroll												
					and serve												
					in any one												
					school												
					level or												
					departme												
					nt level												
					clubs/												
					student												
					chapters										0		



Co/ Ex	xtra-Curr	icular Ba	ske	et																	
(Studen	t has to	serve in at	lea	st																	
one clu	b)																				
PROGRA	AM COR	E - Minir	านเ	m	34	S/EM	НР	BSM1			Р	Р	Р	Р	Р				Р	Р	
Credits	to be ea	rned from	th	is				003,													
basket																					
1	BSM2	Introd	1	4	3	S/EM/EN	HP		BCA		Р	Р	Р	Р				Р	Р	Р	
	001	uction							2040,BSM2031	1											
		to 2D																			
		Animat																			
		ion																			
2	BSM2	Video	1	4	3	S/EM/EN	НР	DES1	BSM2024		Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	
	002	Editing						007,													
3	BSM2	Photog	2	4	4	S/EM/EN	HP	BSM2			Р		Р		Р					Р	
	003	raphy						008													
4	BSM3	3D	2	4	4	S/EM/EN	НР	BSM1	BCA 2020		Р	Р	Р	Р	Р				Р		
	016	Rigging						002													
		and																			
		Animat																			
		ion																			



5	BSM2	Compu	2	4	4	S/EM/EN	НР	DES1	BCA3061,BSM201	Р	Р	Р	Р				Р			
	006	ter						0XX	1,BSM3019,BSM2											
		Graphi							014											
		CS																		
6	BSM2	Introd	3	0	3	S/EM/EN	HP		BSM3016	Р			Р	Р		Р	Р		Р	
	007	uction																		
		to 3D																		
		Animat																		
		ion																		
7	BSM2	3D	0	4	2	S/EM/EN	НР		BSM2013	Р	Р	Р			Р		Р	Р		
	008	Modeli																		
		ng and																		
		Texturi																		
		ng Lab																		
8	BSM2	Audio	1	4	3	S/EM/EN	НР		BCA3053											
	009	Techno																		
		logy																		
		and																		
		Produc																		
		tion																		

9	BSM2	Video	2	4	4	S/EM/EN	НР					Р	Р	Р	Р			Р		Р	Р		
	010	Techno																					
		logy																					
		and																					
		Produc																					
		tion																					
10	DCMA		2	4	4	Ctudont bo	. +	lost at la	1	course each	from a												
10	BSM2	Digital	_	4	4				east 1	course each	irom a												
	034	Compo				minimum c	of 6 bas	skets															
		siting																					
DISCIPL	INE	ELECTIVE		-	33																		
Minimu	ım Credit	s to be ea	rne	ed																			
from th	is basket																						
Multim	edia Bask	cet				S/EM/EN	НР	BSM2				Р		Р		Р	Р	Р	Р		Р	Р	
								006															
1	BSM	UI/UX	1	4	3	S/EM/EN	НР					Р		Р	Р	Р	Р	Р	Р		Р	Р	
	2020	Design																					
2	BSM2	E	0	4	2	S/EM	НР	BSM2				Р				Р			Р				
	012	Conten						009															
		t																					
		Develo																					
		pment																					





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





		Multim edia applica tions																		
9	018	E- Publish ing			3	S/EM/EN	HP			P	P	Р	P	P		P	P	P	P	
10	BSM2 019	Androi d Mobile Applica tions Develo pment	1	4	3	S/EM/EN	НР			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	Р	P	P		P	P	P	P	
12	BSM3 036	Studio Design	2	0	2	S/EM/EN	HP			Р	Р	Р	Р	Р		Р	Р	Р	Р	





		and																			
		Manag																			
		ement																			
13	BSM2	Web	1	4	3	S/EM	HP	BSM2		BSM2025	Р	Р	Р	Р	Р		Р	Р	Р	P	
	014	Design						010													
		and																			
		Develo																			
		pment																			
14	BSM3	Video	3	0	3																
	035	Codes																			
		and																			
		Standa																			
		rds																			
Visual C	Communi	cation Bas	ske	t		S/EM/EN	HP		-		Р	Р	Р	Р			Р	Р			
1	BSM2	Deskto	0	4	2	S	HP		-		Р	Р	Р		Р			Р			
	005	р																			
		Publish																			
		ing																			
2	BSM2	Colour	3	0	3	S/EM/EN	HP	BSM2	-		Р	Р	Р	Р			Р	Р			
	010	theory						007													



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



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





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





		Techni																			
		cal																			
		Drawin																			
		g																			
Vfx/Sfx	Basket					S	HP			l	Р	Р	Р	Р				Р			
1	BSM2	History	2	0	2	S/EM/EN	HP				Р	Р	Р	Р				Р	Р		
	004	and																			
		pipelin																			
		e of																			
		Animat																			
		ion																			
2	BSM3	Game	1	4	3	S/EM/EN	НР				Р	Р	Р	Р	Р			Р	Р	Р	
	017	Develo																			
		pment																			
3	BSM3	Virtual	0	4	2	S/EM/EN	НР	BSM2			Р		Р		Р					Р	
	018	Sculpti						007													
		ng Lab																			
4	BSM3	Charac	0	4	2	S/EM/EN	НР				Р	Р	Р			Р		Р	Р	Р	
	019	ter																			
		Animat																			
		ion																			
												<u> </u>									





5	BSM3	Advanc	0	2	1	S/EM/EN	HP			Р	Р	Р	Р	Р	Р		Р	Р	Р	
	020	ed																		
		rigging																		
6	BSM3	Produc	1	4	3	S/EM/EN	НР	DES1		Р	Р	Р	Р	Р	Р		Р	Р	Р	
	021	tion for						010												
		animat																		
		ion																		
7	BSM3	Augme	2	2	3	S/EM/EN	НР			Р	Р	Р	Р	Р	Р		Р	Р	Р	
	022	nted																		
		and																		
		Virtual																		
		Reality																		
8	BSM3	Motion	3	0	3	S/EM/EN	HP			Р	Р	Р	Р	Р	Р		Р	Р	Р	
	023	Captur																		
		е																		
9	BSM3	Advanc	0	4	2	S/EM	HP	DES1		Р	Р	Р	Р	Р	Р		Р	Р	Р	
	024	ed						010												
		Animat																		
		ion																		
9	BSM3	e Advanc ed Animat	0	4	2	S/EM	НР			P	Р	P	P	P	P		P	P	P	



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





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



6	BSM2	Game	3	0	3	S/EM/EN	HP			Р	Р	Р		Р	Р	Р			
	051	Testing																	
		and																	
		Analysi																	
		S																	
7	BSM2	Game	3	0	3	S	НР			Р	Р	Р		Р	Р	Р			
	052	Interfa																	
		ce and																	
		Level																	
		Design																	
8	BSM3	Concep	3	0	3	S/EM	HP			Р	Р	P		Р	Р	Р	Р	Р	
	033	t																	
		Develo																	
		pment																	
		and																	
		Creativ																	
		ity																	
10	BSM3	Human	3	0	3	S/EM	HP			P	P	P		P	Р	Р	Р	Р	
	015	Compu				-,				-	-	•		-	-	-	-	-	
		ter																	
		Interac																	
		tion for																	
DII/A G															0				



		Game																				
		Develo																				
		pment																				
11	BSM3	Video	3	0	3	S/EM	НР				Р		Р	Р			Р	Р	Р	Р	Р	
	016	stream																				
		ing and																				
		AR																				
		techno																				
		logies																				
12	BSM2	Media	3	0	3																	
	034	Manag																				
		ement																				
		and																				
		Entrep																				
		reneur																				
		ship																				
OPEN	ELECTIVE	- Miniı	mu	m	9	S	ES	-	-		Р	Р	Р	Р	Р	Р						
Credits	to be ea	rned from	ı th	nis																		
basket																						
1	CHE1	Funda	3	0	3	S	ES	-	-		Р	Р	Р	Р	Р	Р					Р	
	003	mental																				



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





		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	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	-	-		Р	P	Р		P	P	P		P			
9	CHE1 011	Chemic al and Petroc hemica	3	0	3	S	ES	-	-		P	P	P	P	P	P			P			





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



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





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





		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	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	P	P	
9	CIV20 44	Geosp atial Applica tions for Engine ers	2	2	3	S	ES															





10	CIV20	Enviro	3	0	3	S	E	S													
	45	nment																			
		al																			
		Meteo																			
		rology																			
11	CIV30	Project	3	0	3	F	H	HP/	-							Р	Р	Р			Comm
	46	Proble						GS													erce
		m																			Basket
		Based																			
		Learnin																			
		g																			
1	СОМ	Introd	2	0	2	S			-									Р	Р	Р	
	2001	uction																			
		to																			
		Human																			
		Resour																			
		ce																			
		Manag																			
		ement																			
2	СОМ	Financ	2	0	2	F			-			P	Р	P			Р	Р			
	2002	e for																			
		Non															0				
		GOD 06/15																. 10.			



		Financ																
		е																
3	СОМ	Conte	2	0	2	F	-								Р	Р	Р	
	2003	mpora																
		У																
		Manag																
		ement																
4	СОМ	Introd	2	0	2	F	-								Р	Р	Р	
	2004	uction																
		to																
		Bankin																
		g																
5	СОМ	Introd	2	0	2	F	_		Р	Р	Р			Р	Р			
	2005	uction																
		to																
		Insura																
		nce																
	6014		_	_					•	_	_							
6	СОМ	Funda	2	U	2	F	-		Р	Р	Р	Р		Р	Р			
	2006	mental																
		s of																

		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
1	CSE20 02	Progra mming in Java	2	2	3	S	GS	-		Р	Р	Р	P			P	P	P	Basket
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	Р	P	P	P		P	P	P	
4	CSE20 05	Web design	2	2	3	S		-				Р	Р	Р		Р			Design Basket





		funda																				
		mental																				
		S																				
1	DES1	Sketchi	0	2	1	F		-			Р	Р	Р		Р	Р						
	001	ng and																				
		Paintin																				
		g																				
2	DES1	Innova	2	0	2	S		-			Р	Р	Р			Р	Р	Р	Р			
	002	tion																				
		and																				
		Creativ																				
		ity																				
3	DES2	Design	3	0	3	F	ES	-		Р		Р			Р	Р	Р	Р	Р	Р	Р	
	001	Thinkin																				
		g																				
4	DES1	Servica	1	2	2	F	ES,	-		Р		Р		Р	Р	Р	Р	Р	Р	Р	Р	
	003	bility of					GS,															
		Fashio					НР															
		n																				
		Produc																				
		ts																				





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





1	EEE10	IoT	3	3	S	-			Р	Р	Р	Р					Р	
	02	based																
		Smart																
		Buildin																
		g																
		Techno																
		logy																
2	EEE10	Basic	3 (	0 3	S	-			Р	Р	P	Р	Р		P	Р	P	
	03	Circuit							'	'	'	'	'		•		.	
	03																	
		Analysi																
		S																
3	EEE10	Funda	3 (	3	S													
	04	mental																
		s of																
		Industr																
		ial																
		Autom																
		ation																
4	EEE10	Electric	3 (	3	S	-			Р	Р				Р		Р		
	05	Vehicle																
		s &																
		Battery													0			
	l	COD 0 6 /D		_		 لــــــــــــــــــــــــــــــــــــــ			L			l			<del></del>	. 10-		



		Techno															
		logy															
5	EEE10	Smart	3 0	3	F	-		Р	Р		Р	Р		Р	Р	Р	Electr
	06	Sensor															onics
		s for															and
		Engine															Comm
		ering															unicat
		Applica															ion
		tions															Engine
																	ering
																	Basket
1	FCF1	T do	3 0		F												Dasket
1	ECE1	Funda	3 (	3	[												
	003	mental															
		s of															
		Electro															
		nics															
2	ECE1	Microp	3 (	3	S												
	004	rocess															
		or															
		based															
		system															
		S												0			
DI I/A G							<u> </u>										



3	ECE3	Artifici	3	0	3	F/EM									
	089	al													
		Neural													
		Netwo													
		rks													
4	ECE3	Digital	3	0	3	F									
	090	System													
		Design													
		using													
		VERILO													
		G													
5	ECE3	Mathe	3	0	3	F									
	091	matical													
		Physics													
6	ECE3	Photon	3	0	3	F/EM									
	092	ic													
		Integra													
		ted													
		Circuits													
7	ECE3	Machi	3	0	3	F/EM									
	093	ne													





		learnin													
		g for													
		Music													
		Inform													
		ation													
		Retriev													
		al													
8	ECE3	Video	3	0	3	S / EM /									
	094	Proces				EN									
		sing													
		and													
		Compu													
		ter													
		Vision													
9	ECE3	Blockc	3	n	3	F/EM/EN									
	095	hain		J	,	1, 201, 210									
	055	and													
		Crypto													
		curren													
		су													
		Techno													
		logies											0		



10	ECE3	Natura	3 0	3	F/EM									
	096	I												
		Langua												
		ge												
		Proces												
		sing												
11	ECE3	Smart	3 0	3	F/EM									
	097	Electro			1,2141									
	057													
		nics in												
		Agricul												
		ture												
12	ECE3	Enviro	3 0	3	F/EM/EN									
	098	nment												
		Monito												
		ring												
		System												
		s												
13	ECE3	Moder	3 0	3	F/EM/EN									
	099	n												
		Wirele												
		SS												
		Comm									r			
		GOD 06/D										10-		



		unicati												
		on with												
		5G												
14	ECE3	Under	3 0	3	S/F/EM									
	100	water												
		Comm												
		unicati												
		on												
15	ECE3	Printed	3 0	3	F/EM									
	101	Circuit												
		Board												
		Design												
16	ECE3	Consu	3 C	3	S/F/ EM /									
	102	mer			EN									
	102	Electro												
		nics												
17	ECE3	Produc	3 0	2	F/EM/EN									
1/			3 0	3	F/ EIVI / EIN									
	103	t .												
		Design												
		of												
		Electro												



		nic																	
		Equip																	
		ment																	
18	ECE3	Vehicle	3	0	3	F/EM													
	104	to																	
		Vehicle																	
		Comm																	
		unicati																	
		on																	
19	ECE3	Wavel	3	0	3	F/EM													
	105	ets and																	
		Filter																	
		Banks																	
20	ECE3	Introd	3	0	3	F/EM													
	106	uction																	
		to Data																	
		Analyti																	
		CS																	
21	ECE3	Machi	3	0	3		GS/	-		1			Р	Р	Р	Р	Р		Englis
	107	ne					HP												h
		Vision																	Basket





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





ENG1	Gender	2	U	2			-										Р	P	Р	Р	Р			
012	and																							
	Society																							
	in India																							
ENG1	Indian	3	0	3	F	НР	-												Р	Р	Р			Fitnes
013	English																							s and
	Drama																							Welln
DSA2	Spiritu	2	0	2	S	НР	-												Р	Р	Р			ess
001	ality																							Basket
	for																							
	Health																							
DSA2	Yoga	2	0	2	F		-												Р	Р	Р			
002	for																							
	Health																							
DSA2	Stress	2	0	2																				Kanna
003	Manag																							da
	ement																							
	and																							
	Well																							
	Being																							
	DSA2 DSA2 DSA2 DSA2	DSA2 Spiritu DSA2 Yoga DO2 for Health DSA2 Stress DSA2 Stress DSA2 Stress DSA4 Well	DSA2 Spiritu 2 OD2 for Health DSA2 Stress 2 OD3 Manag ement and Well	Society in India  ENG1 Indian 3 0  DSA2 Spiritu 2 0  OO1 ality for Health  DSA2 Yoga 2 0  OO2 for Health  DSA2 Stress 2 0  Manag ement and Well	Society in India  ENG1 Indian 3 0 3  DSA2 Spiritu 2 0 2  OO1 ality for Health  DSA2 Yoga 2 0 2  OO2 for Health  DSA2 Stress 2 0 2  OO3 Manag ement and Well	Society in India  ENG1 Indian 3 0 3 F  D13 English Drama  DSA2 Spiritu 2 0 2 S  O01 ality for Health  DSA2 Yoga 2 0 2 F  O02 for Health  DSA2 Stress 2 0 2  Manag ement and Well	Society in India  ENG1 Indian 3 0 3 F HP  D13 English Drama  DSA2 Spiritu 2 0 2 S HP  D01 ality for Health  DSA2 Yoga 2 0 2 F  D02 for Health  DSA2 Stress 2 0 2  Manag ement and Well	O12 and Society in India Society Societ	Society in India  ENG1 Indian 3 0 3 F HP -  DSA2 Spiritu 2 0 2 S HP -  DSA2 Yoga 2 0 2 F  DSA2 Stress 2 0 2  Manag ement and Well	Society in India  ENG1 Indian 3 0 3 F HP -  DIA English Drama  DSA2 Spiritu 2 0 2 S HP -  OO1 ality for Health  DSA2 Yoga 2 0 2 F -  OO2 for Health  DSA2 Stress 2 0 2  Manag ement and Well	012	D12	D12	D12	D12	Discrete   Discrete	D12	Discrete   Discrete	Discription   Discription	Discription   Discription	Discrete   Society   India   India   Society   India   India	Discrete   Society   India   Ind	Discription   Discription	Discription   Discription

1	KAN2	Sahithy	2	0	2	S													Basket
	002	a																	
		Vimars																	
		he																	
2	KAN2	Pradha	1	2	2	F	НР	-		I	Р	Р	Р	Р	Р	Р	Р		Law
	003	rshana																	Basket
		Kale																	
1	LAW1	Introd	2	0	2	F	HP/	-						Р	Р	Р	Р		
	001	uction					GS												
		to																	
		Sociolo																	
		gy																	
2	LAW2	Indian	2	0	2	F	HP/	-						Р	Р	Р	Р		
	001	Heritag					GS												
		e and																	
		Culture																	
3	LAW2	Introdc	2	0	2	F	HP	-			Р	Р	Р	Р	Р	Р	Р		
	002	ution																	
		to Law																	
		of																	

		Succes																
4	LAW2 003	Introd uction to	2	0	2	F	HP	-		P	P	P	Р	P	P	P		
		Compa ny Law																
5	004	Introd uction to Contra cts	2	0	2	F	HP	-		Р	P	P	Р	P	P	P		
6	LAW2 005	Introd uction to Copy Rights Law			2	F	НР	-		P	P	P	P	P	P	P		
7	LAW2 006	Introd uction to	2	0	2	F	HP	-		Р	Р	Р	Р	P	Р	P		





		Crimin al Law																
8	LAW2 007	Introd uction to Insura nce	2	0	2	F	НР	-		P	P	P	P	P	P	P		
0	1 4 ) 4 / 2	Law	2	0	2		LID/						0	<b>D</b>		0		
9	008	Introd uction to Labour Law			2	F	HP/ GS	-					Р	Р	P	P		
10	009	Introd uction to Law of Marria ges			2	F	НР	-		P	P	P	P	Р	P	P		
11	LAW2 010	Introd uction	2	0	2	F	HP	-		Р	Р	P	 Р	P	Р	Р		'





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





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

2	MAT2	Advanc	3 (	3	S			Р	Р	Р	Р	Р			Р		Р	
	014	ed																
		Busine																
		SS																
		Mathe																
		matics																
3	MAT2	Functio	3 (	) 3	S			Р	Р	P	Р	Р			P		Р	
	041	ns of								-	-							
	0.1	Compl																
		ex																
		Variabl																
		es		_	_							_						
4	MAT2	Probab	3 (	3	S			Р	P	Р	Р	Р			P		P	
	042	ility																
		and																
		Rando																
		m																
		Proces																
		ses																
5	MAT2	Eleme	3 (	3	S			Р	Р	Р	Р	Р			Р		Р	
	043	nts of																
		Numbe												0	V			
	L				<u> </u>			l	l		L					^		



		r Theory																
6	MAT2	Mathe	3	0	3	F	-		Р	Р	Р	Р	Р	Р	Р	Р	Р	Mech
	044	matical																anical
		Modell																Engine
		ing and																ering
		Applica																Basket
		tions																
1	MEC1	Funda	2	0	2	S/EM	-		Р	Р	Р	Р	Р	Р	Р	Р	Р	
	001	mental																
		s of																
		Autom																
		obile																
		Engine																
		ering																
2	MEC1	Introd	3	0	3	S			Р	Р	Р	Р	Р	P	Р	Р	Р	
	002	uction																
		to																
		Matlab																
		and																
		Simulin																
		k													0	10.		



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





		for Profess																		
		ionals																		
8	MEC2	Funda	3	0	3	S/EM	ES			Р	Р	Р	Р	Р	Р	Р	Р	Р		
	005	mental																		
		s of																		
		Aerosp																		
		ace																		
		Engine																		
		ering																		
9	MEC2	Safety	3	0	3	F/EM				Р	Р	Р	Р	Р	Р	Р	Р	Р		
	006	Engine																		
		ering																		
10	MEC2	Additiv	3	0	3	S/EM				Р	Р	Р	Р	Р	Р	Р	Р	Р		
	007	е																		
		Manuf																		
		acturin																		
		g																		
11	MEC3	Engine	3	0	3	F/S	ES			Р	Р	Р	Р	Р	 Р	Р	Р	Р	_	
	069	ering																		



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

1	PET1	Geolog	2	0	2	S	ES /	NIL	NIL		Р	Р		Р		Р		Р	Р		Р	
	005	y for					НР															
		Engine																				
		ers																				
2	PET1	Overvi	2	0	2	S	ES /	NIL	NIL		Р	Р		Р		Р		Р	Р		Р	
	006	ew of					НР															
		Energy																				
		Industr																				
		у																				
3	PET1	Introd	2	0	2	S	ES /	NIL	NIL		Р	Р		Р		Р		Р	Р		Р	
	007	uction					НР															
		to																				
		Energy																				
		Tradin																				
		g and																				
		Future																				
		Option																				
		S																				
4	PET1	Sustain	2	0	2	S	HP	NIL	NIL		Р	Р	Р	Р	P			Р	Р	Р	Р	
	008	able																				
		Energy																				
		-11016)																				





		Manag ement																				
5	PET2	Introd	2	0	3	E	ES /	NIL	NIL	Р	Р	P				Р			Р		P	
3			э	0	3	<sup>E</sup>		INIL	INIL	P									P		Р	
	026	uction					HP															
		to																				
		Compu																				
		tationa																				
		I Fluids																				
		Dynam																				
		ics																				
6	PET2	Polyme	3	0	3	E	ES /	NIL	NIL	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р		Р	
	028	r					НР															
		Scienc																				
		e and																				
		Techno																				
		logy																				
7	PET2	Overvi	3	0	3	E	HP	NIL	NIL	Р	P	Р					Р	Р	Р	Р	Р	
	031	ew of																				
		Materi																				
		al																				
		Scienc																				
DII/A G		е																0	. 10.			



8	PET2	Petrole	3	0	3	F/S				Р	Р		Р	Р				Р			Physic
	032	um																			S
		Econo																			
		mics																			
1	PHY1	Mecha	3	0	3	F									Р		Р			Р	Basket
	003	nics																			
		and																			
		Physics																			
		of																			
		Materi																			
		als																			
2	PHY1	Astron	3	0	3	F/S				Р	Р			Р				Р		Р	
	004	omy																			
3	PHY1	Game	0	2	1	F					Р	Р								Р	
	005	Physics																			
4	PHY1	Statisti	2	0	2	F						Р			Р						
	006	cal																			
		Mecha																			
		nics																			
5	PHY1	Physics	3	0	3	F				Р			Р	Р		Р		Р	Р		
	007	of																			





		Nanom																			
		aterials																			
6	PHY1	Advent	2	0	2	F	ES			Р	Р			Р	Р	Р	Р	Р	Р		
	008	ures in																			
		nanow																			
		orld																			
7	PHY2	Medica	2	0	2	F/S				Р	Р	Р	Р	Р				Р		Р	
	001	1																			
		Physics																			
8	PHY2	Sensor	1	2	2	F				Р	Р		Р	Р						Р	
	002	Physics																			
9	PHY2	Compu	1	2	2	F	ES			Р					Р		Р				
	003	tationa																			
		1																			
		Physics																			
10	PHY2	Laser	3	0	3	F	ES			Р	Р					Р		Р	Р		
	004	Physics																			
11	PHY2	Scienc	3	0	3																Mana
	005	e and																			geme
		Techno																			

		logy of																	nt
		Energy																	Basket
		Basket -	Mi	n.	6	F	НР	-					Р	Р	Р	Р			
	to be ear																		
1	MGT1	Introd	3	0	3	EN		-							Р	Р	Р		
	001	uction																	
		to																	
		Psycho																	
		logy																	
2	MGT1	Busine	3	0	3	S		-						Р	Р	Р	Р	Р	
	002	SS																	
		Intellig																	
		ence																	
3	MGT1	NGO	3	0	3	EM/EN	GS/	-					Р	Р	Р	Р		Р	
	003	Manag					НР												
		ement																	
4	MGT1	Essenti	3	0	3	S/EM/ EN	НР	-							Р	Р			
	004	als of																	
		Leader																	
		ship																	

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





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





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



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



MGT2	Profess	3	0	3	S/EM/ EN	HP						Р	Р					Р	Р	Р	Р		
018	ional																						
	and																						
	Busine																						
	SS																						
	Ethics																						
MGT2	Sales	3	0	3																			
019	Techni																						
	ques																						
:h					S/ EM/ EN		-		-		Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	
ts are																							
d to																							
out																							
h work																							
the																							
e of a																							
r/																							
h																							
and																							
ne shall																			0				
it c	MGT2 019  h  ts are d to out n work the e of a	O18 ional and Busine ss Ethics  MGT2 Sales O19 Techniques  h  ts are d to out n work the e of a arr/ n and	018 ional and Busine ss Ethics  MGT2 Sales 3 019 Techni ques  h  ts are d to out n work the e of a er/ n and	O18 ional and Busine ss Ethics  MGT2 Sales 3 0 O19 Techni ques h  ts are d to out h work the e of a cr/ n and contact and cont	O18 ional and Busine ss Ethics  MGT2 Sales 3 0 3 O19 Techniques  h  ts are do to out out the work the e of a out and	O18 ional and Busine ss Ethics  MGT2 Sales 3 0 3 O19 Techni ques  h S/EM/EN  ts are d to out n work the e of a or/ n and of the standard of th	onal and Busine ss Ethics  MGT2 Sales 3 0 3 O19 Techni ques  h  ts are do to out nowork the e of a on and on an and on and on an and on and on an and	O18 ional and Busine ss Ethics  MGT2 Sales 3 0 3 O19 Techni ques S/EM/EN	O18 ional and Busine ss Ethics  MGT2 Sales 3 0 3 O 3 O 19 Techniques  h S/EM/EN	O18 ional and Busine ss Ethics  MGT2 Sales 3 0 3 O19 Techniques  h  ts are do to out out the work the e of a on and on an analysis of	O18 ional and Busine ss Ethics  MGT2 Sales 3 0 3 O 3 O 19 Techni ques  h S/EM/EN	O18 ional and Busine ss Ethics  MGT2 Sales 3 0 3 O 3 O 19 Techni ques  h S/EM/EN P  ts are do to out nowork the e of a of a of and of the control of the	O18 ional and Busine ss Ethics  MGT2 Sales 3 0 3 O19 Techniques  h S/EM/EN P P  ts are do to out nowork the e of a o	O18 ional and Busine ss Ethics  MGT2 Sales 3 0 3 O19 Techni ques  h S/EM/EN - PPP P  ts are do to out nowork the e of a of a of and of an analysis	O18 ional and Busine ss Ethics  MGT2 Sales 3 0 3 O19 Techni ques  h S/EM/EN - PPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPP	018   ional and Busine ss   Ethics	O18 ional and Busine ss Ethics  MGT2 Sales 3 0 3 O 3 O 5 O 5 O 5 O 5 O 5 O 5 O 5 O 5 O	O18 ional and Busine ss Ethics  MGT2 Sales 3 0 3	018   ional and Busine ss	018   ional and Busine ss   Ethics   Techniques   Techniq	018 ional and Busine ss Ethics  MGT2 Sales 3 0 3	018 ional and Busine ss Ethics  MGT2 Sales 3 0 3	018   ional and Busine   ss   Ethics



be ev	aluated												
	dit will												
be grar	nted as												
per	the												
academ	nic												
regulati	ons)												
1	URE2	Univer	-	- 3									
*													
	001	sity											
		Resear											
		ch											
		Experie											
		nce											
Apart													
from													
the													
above													
list,													
the													
stude													
nt is													
free													
to											(		



enroll											
for											
any											
cours											
е											
offere											
d by											
any											
schoo											
I and											
earn											
credit											
s for											
Open											
electi											
ve											
provi											
ded											
the											
stude											
nt has											
not								0	10.		



compl																		
eted																		
an																		
antire																		
quisit																		
e and																		
the		12				#R	#	#R	#R	#RE	#R	#R	#R	#R	#R	#R	#	
stude		0				EF	R	EF	EF!	F!	EF!	EF!	EF	EF	EF	EF	R	
nt						!	EF	!					!	!	!	!	EF	
fulfills							!										!	
the																		
prere																		
quisit																		
e if																		
any																		
for																		
the																		
cours																		
e he																		
wishe																		
s to																		
enroll														0				



Total Credits				#R	#	#R	#R	#RE	#R	#R	#R	#R	#R	#R	#	
				EF	R	EF	EF!	F!	EF!	EF!	EF	EF	EF	EF	R	
				!	EF	!					!	!	!	!	EF	
					!										!	

## Semester-wise Course Grid - 2021-24 Batch - B.Sc (Multimedia)

SI. No.	Course Code	Course Name	L	Р	Credit s	Basket
Seme	ester 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



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/KAN 1002	Kali Kannada/Thili Kannada	1	0	1	School Core
8	ENG1003/ENG200 5	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



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

Semo	ester 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		
<mark>4</mark>	BSM3002	Summer Internship	0	0 0		School Core		
5	PPS4002	Introduction to Aptitude	0	2 1 School Core				
6	XXXXXXX	Open Elective - I	3 0 3 Open Elec			Open Elective		

Seme	ester 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	XXXXXX	Open Elective - II	3	0	3	Open Elective	
7	PPS3018	Preparedness for Interview	0 2 <b>1</b> Scho		School Core		

Semester 6 18



<mark>6</mark>	BSM3003	Mini Project	0	0	4	School Core
_						
5	PPS2001	Reasoning and Employment Skills	0	2	1	School Core
4	BSMXXXX	Discipline Elective-XI	3	0	3	Discipline Elective
3	BSM3001	Portfolio Development	0	0	4	School Core
2	XXXXXXX	Open Elective- III	3	0	3	Open Elective
1	BSMXXXX	Discipline Elective-X	2	2	3	Discipline Elective

Total courses and credits - Semester-wise break-up - MM Batch 2021-24								
								•
Basket	Details	I	Ш	III	IV	٧	VI	Total





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	Tot	al Co	ourse	S	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, Principl	les of Multimedia, 2 <sup>nd</sup> Edition, McGraw Hill Educa		3.			

Course Code	Course Title: Visual design & language		2	4	3	
Course Code: BSM1002	Type of Course: 1] Program Core 2] Laboratory Integrated	L-P-C				
Course Description	Acquire the competency in technical skills applicable to graphic design.					
	2. Enrich the skill level of graphic design through the	2. Enrich the skill level of graphic design through the topics				
	3. Ability to use design thinking strategies in an iter	rative des	ign pro	cess		

**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

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		2	4	3
	Type of Course: 1] Program Core	L-P-C			
	2] Laboratory Integrated				
Course	This course will impart skills on writing stories/ scrip	ot and visu	ıalizatior	n for Ani	mation
Description	Films. Introduces Script writing, Character visualization	n and stor	y board	ing.	

# Reference

- 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-Guptill, ISBN-10: 0823016714, ISBN-13: 978-082301671
- 4. The Visual Display of Quantitative Information, 2nd edition by Edward R. Tufte (Hardcover May 2001)



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 feetings.							
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			



Course	his course will brief about the various stages involved in Animation production process						
Description	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	•						

- 2. Renee Dunlop, *Production Pipeline Fundamentals for Film and Games* 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	Purpose:		•					
Description	The objective of the course is to provide an understanding of the basics of visual des to the student. <b>Abilities to be Developed:</b>			design				
	Introduce students to the standards, practices and techniques of cinematography Develop students' ability to manipulate cameras to achieve specific stylistic and dramati effects.							
	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							



visual communication designs which in the long run will translate into their applications in the design industry.

#### **Text Books**

- 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

- 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
- 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

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

REGISTRAR Registrar

Course Description	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
	Type of Course: Theory				
Course Description	The course will dwell upon the role and scope of Public Relations (PR) in management, various tools and emerging importance. It also looks into the evolution of PR and expanded role in organizational and marketing communication. The course also introduct the concepts and principles of Advertising, role of Ad agency. This course will help understanding the Fundamentals and functioning of Advertising and media.		R and other	its es	

#### **Text Books**

1. Donald W. Jugenheimer, Larry D. Kelley, Jerry Hudson, Samuel Bradley (2014), Advertising and Public Relations Research, Routledge

#### References

- 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 <a href="https://www.youtube.com/watch?v=emXpYiFkoT8&t=10s">https://www.youtube.com/watch?v=emXpYiFkoT8&t=10s</a>
- 2. Introduction to Public Relations <a href="https://www.youtube.com/watch?v=SeSKikrDPas">https://www.youtube.com/watch?v=SeSKikrDPas</a>
- 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

Course Code: BSM2003	Course Title: Photography		2	4	4
	Type of Course: 1] Laboratory	L-P-C			
Course Description	This course will impart skills on the process of digital photography and its technique Learn how a camera works and develop advanced techniques. Demonstrate the abit to use photography as means of communication and creative expression.				

#### **Text Books**

- 5. Understanding Digital Photography by Joseph A. Iippolito, 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.					1
	2. To introduce observational practice to create	e Animati	on.		
	3. To understand the Principals of Animation a	nd its app	olicat	ion	
Reference: The Animators Sur	vival Kit, Expanded Edition				
https://www.jstor.org/stable/					
imps.//www.jstor.org/stable/	J.C.(VI / IU / III. I V				

Course Code: BSM2032	Course Title: Studio Management		3	0	3
		L-P-C			
	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</i>	and Gar	nes - I	Focal Pro	ess
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

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) / Us	or Interface (LIII)						



Course Code: BSM2024	Course Title: Digital Cinematography		2	4	4
	Type of Course: 1] Program Core 2] Laboratory Integrated	L-P-C			
Course	Purpose:	I			
Description	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:			capture	
	Introduce students to the standards, practices and techniques of cinematography Develop students' ability to manipulate cameras to achieve specific stylistic and drama 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 a 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 scene according to specified aesthetic and dramatic criteria. Students will be encouraged twork from their own scripts as developed by them.			eras as graphy. vith scenes	
Course	On successful Completion of this course students shall a	ble to			
Outcomes	<ol> <li>Understand the implications of shooting in different camera with Proper Composition.</li> <li>Develop pre-production documentation such as storyboards, mood boards,</li> </ol>				
	shot lists and location surveys to facilitate a suc	•			,



3. <b>Utilise</b> 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. <a href="https://youtu.be/Ow7w7FUAkdk">https://youtu.be/Ow7w7FUAkdk</a> Basics of Cinematography
- 15. https://youtu.be/mXR571pR40g Camera Movements
- 16. <a href="https://youtu.be/nKM3jkEOpuE">https://youtu.be/nKM3jkEOpuE</a> Framing and Composition Techniques.

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	Purpose:				
Description	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:			ach by	
	Learn how to empathize with the needs and motivations	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	prototy	pe a ne	w offeri	ng.
	Nature of the Course:				
	Design thinking is a method of applying creativity to co tough problems. It's the process of immersing oneself	•			



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.
On successful Completion of this course students shall able to

# Course Outcomes

- 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**

- 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

- 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
- $23.\ \underline{https://youtu.be/gHGN6hs2gZY}$
- 24. https://youtu.be/ WI3B54m6SU

Course Code: BSM2004	Course Title: History and Pipeline of Animation		2	0	2
	Type of Course: 1] Program Core 2] Theory	L-P-C			
Course	Purpose:				
Description	An overview of the history and theory of animation in forms, Hollywood Studio animation, a sample of Worl animation.	•	•		
	Abilities to be Developed:  Introduce Students gain an understanding of animation	by the ide	entificati	ion. eval	uation.
	explication and analysis of animated films created the 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. On successful Completion of this course students shall able to Course **Outcomes** 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

- 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. <a href="https://youtu.be/pdeCMWwMSRY">https://youtu.be/pdeCMWwMSRY</a> History of Cel Animation
- 28. https://youtu.be/6HTW2klr2T8 Making a Cel Animation





# **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



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.

REGISTRAR Registrar

- **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)

• 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

- 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

REGISTRAR Registrar

Sl. No.	Cours	Course	L	Р	Cr	Туре	of	Cou	Pre-	Anti	Future Co	urses in	List	of PC	Os to	which	Cours	e Cate	ers to						
	е	Name			ed	Skill/		rse	requi	req	B.Sc (Mult	timedia)	Р	Р	Р	РО	РО	РО	РО	РО	Р	РО	РО	Р	
	Code				its	Focus		Cat	sites/	uisi	that nee	ed this	О	О	О	4	5	6	7	8	О	10	11	o	
								ers	Co-	tes	Course	as a	1	2	3						9			1	
								to	requi		Prerequisi	te												2	
									sites																
SCHOO	L CORE	- Minir	nu	m	44								D	Р	AC	IN	МО	RE	SO	ET	TE	СО	PR	LI	
Credits	to be ea	rned from	th	is									О	R	TI	VE	DE	SE	CIE	н	Α	М	Ol	FE	
basket													М	О	VI	STI	RN	AR	TY	CS	М	М	М	L	
													К	В			то				w		G	О	
													N	S			OL				О		М	N	
													О	О							RK		Т	G	
													w	L											
														V											
1	BSM1	Multim	3	0	3	F		HP	-		BSM2006		Р	Р	Р	Р	Р					Р		Р	
	001	edia																							
		Model																							
2	BSM1	Introd	1	4	3	F		НР	-				Р	Р	Р	Р						Р		Р	
	005	uction																							
		to																							
		Charac																							
		ter																			0				



		Sketchi																					
		ng																					
3	BSM1	Produc	3	0	3	EM	HP	-			Р	Р	Р	Р	Р					Р		Р	
	006	tion																					
		pipelin																					
		е																					
4	BSM1	Visual	1	4	3	S / EM	HP	-	BSM1007,B	SM20	Р	Р	Р	Р	Р				Р	Р			
	002	design							06														
		&																					
		langua																					
		ge																					
5	BSM1	Prepro	1	4	3	S	HP	-	BSM1006,		Р	Р	Р	Р	Р				Р	Р			
	003	ductio																					
		n																					
6	BSM3	Portfoli	-	-	4	S/ EM/ EN	НР				Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	
	001	О																					
		Develo																					
		pment																					
7	BSM3	Summ	-	-	4	S / EM/EN	HP				Р		Р		Р		Р		Р	Р	Р		
	002	er																					
		Interns																					
		hip																	0				
		٠٢																		1,2020			

REGISTRAR

8	BSM3	Mini	-	-	4	S / EM/EN	НР				Р		Р		Р	Р			Р		Р	Р	
	003	Project																					
9	BSM3	Dissert	-	-	4	S / EM/EN	HP				Р		Р	Р		Р					Р		
	004	ation/																					
		Industr																					
		у																					
		Review																					
		Project																					
10	PHY1	Essenti	2	0	2	F	HP	-			Р	Р	Р			Р			Р	Р		Р	
	009	als of																					
		Physics																					
11	BSM1	Eleme	2	4	4	F	НР	-	BSM2001,		Р	Р	Р	Р	Р		Р	Р	Р	Р		Р	
	011	nts &							BSM2003														
		Principl																					
		es of																					
		Design																					
12	BSM1	Observ	1	2	2	F	НР	-	BSM2001,B	SM20	Р	Р		Р	Р				Р				
	010	ation &							07														
		Ideatio																					
		n																					



		ign Langu	~0	-5	7														
Basket -	Min.	credits to	b	e															
earned fro	rom this	basket =																	
1 E	ENG1	Comm	2	0	2	F	-	ENG2005		Р	Р		Р	Р	Р	Р	Р	Р	
(	003	unicati																	
		ve																	
		English																	
2 E	ENG2	Techni	2	0	2	F	-			Р	Р		Р	Р	Р	Р	Р	Р	
(	005	cal																	
		Writte																	
		n																	
		Comm																	
		unicati																	
		on																	
3 F	FRL10	Basic	2	0	2	S/ EM	-			Р	Р		Р	Р	Р	Р	Р	Р	
0	01	Spanis																	
		h																	
4 F	FRL10	Basic	2	0	2	S/ EM	-		1	Р	Р		Р	Р	Р	Р	Р	Р	
	02	French																	
5 F	FRL10	Basic	2	0	2	S/ EM	-			Р	Р		Р	Р	Р	Р	Р	Р	
C	03	Germa																	
		n														0			

Kannad	a Basket	- Min. cr	edi	ts	1																	
to be ea	arned fro	m this bas	ket	=																		
1	KAN1	Kanna	1	0	1	S		Non-	-	,	Р	Р	Р		Р	Р	Р	Р	Р		Р	
	001	da Kali						Karna														
								taka														
2	KAN1	Kanna	1	0	1	S		From	-		Р	Р	Р		Р	Р	Р	Р	Р		Р	
	002	da						Karna														
		Manas						taka														
		u																				
Soft Ski	lls Basket	(All Cours	ses	in	4																	
this ba	sket are	mandato	ry)	-																		
Min. Cr	edits																					
1	PPS1	Introd	0	2	1	S	HP	-	-		Р		Р	Р	Р	Р	Р	Р	Р	Р	Р	
	001	uction																				
		to soft																				
		skills																				
2	PPS1	Soft	0	2	1	S	HP	-	-		Р	Р	Р	Р	Р			Р	Р			
	004	Skills																				
		for																				
		Design																				
		ers																				



3	PPS4	Introd	0	2	1	S/EM	НР	-	-			Р			Р		Р	Р	Р			
	002	uction																				
		to																				
		Aptitu																				
		de																				
4	PPS2	Reason	0	2	1	S/EM	HP/	-	-			Р			Р		Р	Р	Р		Р	
	001	ing and					GS															
		Employ																				
		ment																				
		Skills																				
5	PPS3	Prepar	0	2	1																	
	018	edness																				
		for																				
		Intervi																				
		ew																				
Non-Cr	edit Pa	ass/Fail	Тур	e	0	F	ES	-	-	l .	Р		Р	Р	Р	Р		Р				
Courses	5																					
1	CHE1	Enviro	1	2	0	List of																
	020	nment				University																
		al				wide clubs																
		Studies				attached																
		and				separately												0				
		Sustain				. In												Va	une	NCY U		
DII/AC	20.12/	COD06/D		<i>E 1</i> 0	000	2.5								l				000		4	150	

		able			addition															
		Develo			to those															
		pment			listed,															
					student															
					may enroll															
					and serve															
					in any one															
					school															
					level or															
					departme															
					nt level															
					clubs/															
					student															
					chapters															
Co/ E	xtra-Curr	ricular Ba	sket																	
(Studer	nt has to	serve in atl	least																	
one clu	b)																			
PROGR	AM COF	RE - Minir	num	34	S/EM	HP	BSM1			Р	Р	Р	Р	Р			Р		Р	
Credits	to be ea	rned from	this				003,													
basket																				
1	BSM1	Script	2 (	2	S/EM/EN	HP	BSM1			Р	Р	Р		Р			Р		Р	
	006	and					002									$\Omega$				
		Conten														Sai	WID.	NCY U		
DII/AC	20.12/	CODOC/D	CI I	2022	25		·	 ·	·						 		18	1	100	

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



7	DCM2	Compu	2	1 1	C/ENA/ENI	ЦВ	DEC1	DCA2061 DCA201	Р	В	В		D				D			
'	BSM2	Compu	2	+ 4	S/EM/EN	HP	DES1	BCA3061,BSM201	Ρ	P	P		P				Р			
	006	ter					0XX	1,BSM3019,BSM2												
		Graphi						014												
		cs																		
8	BSM2	Introd	3	3	S/EM/EN	HP		BSM3016	Р				Р	Р		Р	Р		Р	
	007	uction																		
		to 3D																		
		Animat																		
		ion																		
9	BSM2	3D	0	1 2	S/EM/EN	HP		BSM2013	Р	Р	Р				Р		Р	Р		
	800	Modeli																		
		ng and																		
		Texturi																		
		ng Lab																		
10	BSM2	Audio	1	1 3	S/EM/EN	HP		BCA3053												
10			1	+ 3	3/ EIVI/ EIN	ПР		BCA3033												
	009	Techno																		
		logy																		
		and																		
		Produc																		
		tion																		
11	BSM2	Video	2	1 4	S/EM/EN	HP			Р	Р	Р	Р		Р			Р	Р		
	010	Techno														0				
	310																سللا			
DIT ( ) G		logy														da		NCY U		

		and																					
		Produc																					
		tion																					
12	BSM2	Digital	2	4	4	Student ha	s to se	lect at le	ast 1	course each	from a												
	034	Compo				minimum o	f 6 bas	kets															
		siting																					
DISCIPL	INE	ELECTIVE		-	33																		
Minimu	ım Credit	s to be ea	rne	d																			
from th	is basket																						
Multim	edia Basl	ket				S/EM/EN	НР	BSM2				Р	Р		Р	Р	Р		Р		Р	Р	
								006															
1	BSM	UI/UX	1	4	3	S/EM/EN	HP					Р	Р	Р	Р	Р	Р		Р		Р	Р	
	2020	Design																					
2	BSM2	E	0	4	2	S/EM	HP	BSM2				Р			Р				Р				
	012	Conten						009															
		t																					
		Develo																					
		pment																					
3	BSM2	Radio	0	4	2	S	НР					Р	Р	Р	Р	Р		Р	Р	Р	Р		
	013	Produc																					
		tion																					



014   edia   Databa   ses	4	BSM2	Multim	3	0	3	S/EM/EN	HP			Р		Р	Р	Р	Р	Р	Р	Р	Р		
5         BSM2         Social 1 4 3 Scendent 1 A 3 Scen		014	edia																			
5         BSM2         Social         1         4         3         S/EM/EN         HP         P			Databa																			
015   Media   Market			ses																			
Market   ing	5	BSM2	Social	1	4	3	S/EM/EN	HP			Р		Р	Р	Р	Р	Р	Р	Р	Р		
Interaction   Interaction		015	Media																			
6 BSM2 Adverti 3 0 3 S/EM/EN HP BSM2 002  7 BSM Infogra 0 4 3 S/EM/EN HP P P P P P P P P P P P P P P P P P P			Market																			
016 sing and public relatio n  7 BSM Infogra 0 4 3 S/EM/EN HP  2055 phics  8 BSM2 Interac 0 4 2 S/EM/EN HP  017 tive  002			ing																			
and public relatio       n       P	6	BSM2	Adverti	3	0	3	S/EM/EN	HP	BSM2		Р		Р	Р	Р	Р	Р	Р	Р	Р		
7         BSM         Infogra 2055 phics         0 4 2 S/EM/EN         HP         P		016	sing						002													
relatio   n			and																			
7         BSM Infogra   0   4   3   S/EM/EN   HP   P   P   P   P   P   P   P   P			public																			
7         BSM         Infogra         0         4         3         S/EM/EN         HP         P			relatio																			
2055 phics			n																			
8 BSM2 Interac 0 4 2 S/EM/EN HP P P P P P P P P P P P P P P P P P P	7	BSM	Infogra	0	4	3	S/EM/EN	HP			Р		Р	Р	Р	Р	Р	Р	Р	Р		
017 tive		2055	phics																			
	8	BSM2	Interac	0	4	2	S/EM/EN	HP			Р	Р	Р	Р	Р			Р	Р	Р	Р	
		017	tive																			
			Multim																			
edia edia			edia																			
applica applica			applica																			
tions			tions															0				

REGISTRAR

9	BSM2	E-	2	2	3	S/EM/EN	НР			Р	Р	Р	Р	Р		Р	Р	Р	Р	
	018	Publish																		
		ing																		
10	BSM2	Androi	1	1	3	S/EM/EN	HP			Р	Р	Р	Р	P		Р	Р	Р	Р	
10			1	4	3	3/LIVI/LIV	1115				-	-	r	F		г	F	г	r	
	019	d																		
		Mobile																		
		Applica																		
		tions																		
		Develo																		
		pment																		
11	BSM2	Web	0	4	2	S/EN	HP	BSM2	BSM2032	Р	Р	Р	Р	Р		Р	Р	Р	Р	
	056	Applica						007,												
		tion																		
		Develo																		
		pment																		
12	BSM3	Studio	2	0	2	S/EM/EN	HP			Р	Р	Р	Р	Р		P	Р	Р	P	
12				U	2	S/EIVI/EIN	ПР					P	Ρ	P		Р	P	P	P	
	036	Design																		
		and																		
		Manag																		
		ement																		
13	BSM2	Web	1	4	3	S/EM	НР	BSM2	BSM2025	Р	Р	Р	Р	Р		Р	Р	Р	Р	
	014	Design						010								0				
		and														Va	une	NCY U		
DII/A C	20.12/	SOD06/D		<i>5</i> /0	000	2.5	ļ			<u> </u>	<u> </u>	<u> </u>		<u> </u>	<u> </u>	Sp		ENOTO	100	

		Develo pment																			
14	BSM3	Video	3	0	3																
	035	Codes																			
		and																			
		Standa																			
		rds																			
Visual (	l Communi	cation Ba	ske	t		S/EM/EN	HP		-		Р	Р	Р	Р				Р	Р		
1	BSM2	Deskto	0	4	2	S	HP		-		Р	Р	Р		Р				Р		
	005	р																			
		Publish																			
		ing																			
2	BSM2	Colour	3	0	3	S/EM/EN	HP	BSM2	-		Р	Р	Р	Р				Р	Р		
	010	theory						007													
3	BSM2	3D	0	4	2	S/EM/EN	HP	BSM2	-		Р	Р	Р		Р				Р		
	011	Lightin						003													
		g and																			
		Camer																			
		a Lab																			
4	BSM2	Digital	2	4	4	S/EM	НР	BCA3	-		Р	Р	Р		Р		Р	Р	Р		
	024	Cinem						053										0			

REGISTRAR

		atogra															
		phy															
5	BSM2	TV	1	4	3	S/EM	HP			Р	Р	Р		Р	Р		
	025	Progra															
		m															
		Produc															
		tion															
6	BSM2	Film	2	2	3	S	HP			Р	Р	P		Р	Р		
	026	Produc															
	0_0	tion															
-	DCN 42		_	_	2		110				_				6		
7	BSM3	3D	3	0	3	S	HP			Р	Р	Р		Р	Р		
	015	Video															
		&															
		Graphi															
		cs															
8	BSM2	Televisi	3	0	3	S	HP			Р	Р	Р		Р	Р		
	027	on															
		System															
		S															
9	BSM2	Principl	3	0	3	S	HP			Р	Р	Р		Р	Р		
	028	es of															



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

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



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

		Virtual																				
		Reality																				
8	BSM3	Motion	3	0	3	S/EM/EN	HP				Р	Р	P	Р	P	Р		Р	Р		Р	
	023	Captur																				
		е																				
9	BSM3	Advanc	0	4	2	S/EM	HP	DES1			Р	Р	Р	Р	Р	Р		Р	Р		Р	
	024	ed						010														
		Animat																				
		ion																				
10	BSM3	Anato	3	0	3	S/EM	HP				Р	Р	Р	Р	Р	Р		Р	Р	Р	Р	
	025	my																				
		Study																				
11	BSM1	Design	2	4	4	S	HP	BSM2	BCA2002													
	009	Thinkin						007														
		g and																				
		Comm																				
		unicati																				
		on																				
12	BSM2	Principl	3	0	3																	
	014	es of																				
		Animat																				
		ion																0				
										1								11				

Gaming	g Basket					S/EM/EN	HP	BSM2 014		Р		Р	Р					Р	
1	BSM2 056	Stop motion Animat ion	0	2	1	S	НР			P	P	P	P	P	P	P	P		
2	BSM2 043	Game Mecha nics and Dynam ics	3	0	3	S/EM/EN	НР			P		P	P	P	P	P	P	P	
3	BSM2 047	Assets for Game Produc tion			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		

		Techno																	
		logies																	
5	BSM2	360	0	4	2	S/EM/EN	HP			Р	P	P		Р	Р	Р			
	040	Video																	
		Produc																	
		tion																	
6	BSM2	Game	3	0	3	S/EM/EN	HP			Р	Р	Р		Р	Р	Р			
	051	Testing																	
		and																	
		Analysi																	
		s																	
7	BSM2	Game	3	0	3	S	НР			Р	Р	Р		Р	Р	Р			
	052	Interfa																	
		ce and																	
		Level																	
		Design																	
8	BSM3	Concep	3	0	3	S/EM	HP			Р	P	P		Р	Р	Р	Р	Р	
	033	t				,													
		Develo																	
		pment																	
		and																	
		Creativ																	
															0	سللا			
		ity		Щ											de		ENCY U		

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



OPEN	ELECTIVE	- Minin	nun	1	9	S	ES	-	-		Р	Р	Р	Р	Р	Р					
Credits	to be ea	rned from	thi	s																	
basket																					
1	CHE1	Funda	3	0	3	S	ES	-	-		Р	Р	Р	Р	Р	Р				Р	
	003	mental																			
		s of																			
		Sensor																			
		s																			
2	CHE1	Smart	3	0	3	S	ES	-	-		Р	Р	Р	Р	Р	Р					
	004	materi																			
		als for																			
		IOT																			
3	CHE1	Compu	2	0	2	S	ES	-	-		Р	Р	Р	Р	Р	Р				Р	
	005	tationa																			
		1																			
		Chemis																			
		try																			
4	CHE1	Introd	3	0	3	S	ES	-	-		Р	Р	Р	Р	Р	Р				Р	
	006	uction																			
		to																			
		Nano																			
		techno															0				
		logy															Ja	WID.	NCY U	VII	,
		logy															Ja		NCY U		

5	CHE1	Biodeg	2	0	2	S	ES	-	-		Р	Р	Р	Р	Р	Р	Р	Р	Р			Р	
	007	radabl																					
		e																					
		electro																					
		nics																					ı
6	CHE1	Energy	2	0	2	S	ES	-	-		Р	Р	Р	Р	Р	Р	Р						
	008	and																					ı
		Sustain																					ı
		ability																					
7	CHE1	3D	2	0	2	S	ES	-	-		Р	P	Р	Р	Р	Р	P	Р	Р			P	
	009	printin																					
		g with																					ı
		Polyme																					ı
		rs																					ı
8	CHE1	Bioinfo	2	0	2	S	ES	_	_		Р	Р	Р		Р	P	Р		Р				ı
	010	rmatics	_		2						'	'	'		'		'		'				ı
	010	and																					ı
		Health																					
	CUE4	care IT	_		2	C	EC.				_	_	_		<b>D</b>								
9	CHE1		3	U	α	S	ES	-	-		Р	Р	Р	Р	Р	Р			Р				ı
	011	al and																					
		Petroc																	0	.0			ı
		hemica																	Ja	mie	NCY U		

		1											 								
		1																			
		catalys																			
		ts																			
10	CHE1	Introd	2 0	2	S	ES	-	-		Р	Р	Р	Р	Р	Р		Р				
	012	uction																			
		to																			
		Compo																			
		site																			
		materi																			
		als																			
11	CHE1	Chemis	3 0	3	S	ES	-	-		P	P	P	P	Р	P	P	Р			Р	
	013	try for																			
		Engine																			
		ers																			
12	CHE1	Surfac	3 0	3	S	ES	_	_		P	Р	P	P	Р	Р	Р	Р			P	
12	014	e and								'	'	'	'	'	'	'	'			'	
	014	Coatin																			
		gs techno																			
10	0	logy											_								
13	CHE1	Waste	2 0	2	S	ES	-	-		Р	Р	Р	Р	Р	Р						
	015	to															0	- A	30		
		Fuels															Ja	WILL.	NCY U		
DII/AC	20 12/	CODOC/D	CAL	1000	25													100	/	101	

14	CHE1	Forensi	3	0	3	S	ES /	-		Р	Р	Р		Р	Р	Р	Р		Р	Р	Civil
	016	С					HP														Engine
		Scienc																			ering
		e																			Basket
1	CIV10	Disaste	3	0	3	F	ES	-		Р					Р	Р	Р		Р	Р	
	01	r																			
		mitigat																			
		ion and																			
		manag																			
		ement																			
2	CIV10	Enviro	3	0	3	S	ES	-		Р	Р	Р		Р	Р	Р	Р		Р	Р	
	02	nment																			
		Scienc																			
		e and																			
		Disaste																			
		r																			
		Manag																			
		ement																			
3	CIV20	Sustain	3	0	3	S		-		Р	Р	Р	Р		Р	Р	Р	Р	Р	Р	
	01	ablility																			
		Concep																			
		ts in																0			
L		ļ								<u> </u>		<u> </u>						$\Box$			

						1														
		Engine																		
		ering																		
4	CIV20	Occup	3	0	3	EM	ES	-		Р	Р	Р		Р	Р	Р		Р		Р
	02	ational																		
		Health																		
		and																		
		Safety																		
5	CIV20	Sustain	3	0	3	EN	HP/	-		Р	Р			Р		Р		Р	Р	Р
	03	able					GS													
		Materi																		
		als and																		
		Green																		
		Buildin																		
		gs																		
6	CIV20	Integra	3	0	3	EN	ES	-		Р				Р	Р	Р		Р		Р
	04	ted																		
		Project																		
		Manag																		
		ement																		
7	CIV20	Enviro	3	0	3	EN	ES	-		Р	Р	Р	Р	Р	Р	Р	Р	Р	Р	Р
	05	nment																		
		al															0			
		Impact																wie		
DII/A G	20.12/	SOD06/D		<i>5 10</i>		2.5											S)		ENCY U	1007

		Assess ment																					
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	P	P	
9	CIV20 44	Geosp atial Applica tions for Engine ers	2	2	3	S	ES																
10	CIV20 45	Enviro nment al Meteo rology	3	0	3	S	ES																
11	CIV30 46	Project Proble m	3	0	3	F	HP/ GS	-										P	P	P	NCY U		Comm erce Basket

$\overline{}$	1	1	1 1			 1	1	I			1							
		Based																
		Learnin																
		g																
1	СОМ	Introd	2 (	2	S	-									Р	Р	Р	
	2001	uction																
		to																
		Human																
		Resour																
		ce																
		Manag																
		ement																
2	CONA		2 (	) 2	F	_			Р	P	Р			Р	Р			
2	COM	Financ		) 2	F	-			P	Р	Ρ			P	P			
	2002	e for																
		Non																
		Financ																
		е																
3	СОМ	Conte	2 (	2	F	-									Р	Р	Р	
	2003	mpora																
		у																
		Manag																
		ement																
4	СОМ	Introd	2 (	2	F	-								0	Р	Р	Р	ĺ
	2004	uction												Va	ull	CYII		1
DITAC	20.12/	COD06/E		2022	2.5		<u> </u>					1		Oper			150	Ь

		to																	
		Bankin																	
		g																	
5	СОМ	Introd	2	0	2	F		-			Р	Р	Р			Р	Р		
	2005	uction	_		-						ľ		ľ						
	2005																		
		to																	
		Insura																	
		nce																	
6	СОМ	Funda	2	0	2	F		-			Р	Р	Р	Р		Р	Р		
	2006	mental																	
		s of																	
		Manag																	
		ement																	
7	COM	Basics	2	0	2	S/EM		-		Р	Р	Р	Р	Р		Р	Р	Р	Comp
′	2007	of	_		_	3/ 2111				'	'	'	'	ļ '		'	'		
	2007																		uter
		Accoun																	Scienc
		ting																	е
1	CSE20	Progra	2	2	3	S	GS	-		Р	Р	Р	Р			Р	Р	Р	Basket
	02	mming																	
		in Java																	
2	CSE20	Social	3	0	3	S/ EM		-		Р	Р	Р	Р	Р		Р	Р	Р	
	03	Netwo														0			
																11			

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

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

DES1	Colour	1	2	2	S		-					Р	Р	Р	Р		Р	Р						Electri
006	in																							cal
	Everyd																							and
	ay Life																							Electr
																								onics
																								Engine
																								ering
																								Basket
EEE10	IoT	3	0	3	S		-					Р	Р	Р	Р								Р	
02	based																							
	Smart																							
	Buildin																							
	g																							
	Techno																							
	logy																							
EEE10	Basic	3	0	3	S		-					Р	Р	Р	Р	Р				Р	Р		Р	
03	Circuit																							
	Analysi																							
	S																							
EEE10	Funda	3	0	3	S																			
04	mental																							
	s of																			0				
	Industr																			Ja	will.	MOYU		
	EEE10 02 EEE10 03	O06 in Everyd ay Life  EEE10 IoT O2 based Smart Buildin g Techno logy  EEE10 Basic O3 Circuit Analysi s  EEE10 Funda O4 mental s of Industr	006 in Everyd ay Life  EEE10 IoT 3 02 based Smart Buildin g Techno logy  EEE10 Basic 3 03 Circuit Analysi s  EEE10 Funda 3 04 mental s of Industr	006 in Everyd ay Life  EEE10 IoT 3 0 02 based Smart Buildin g Techno logy  EEE10 Basic 3 0 03 Circuit Analysi s  EEE10 Funda 3 0 04 mental s of Industr	O06 in Everyd ay Life  EEE10 IoT 3 0 3 O2 based Smart Buildin g Techno logy  EEE10 Basic 3 0 3 O3 Circuit Analysi s  EEE10 Funda 3 0 3 O4 mental s of Industr	O06 in Everyd ay Life See Smart Buildin g Techno logy See See Soa Circuit Analysi s See See Soa	O06 in Everyd ay Life Service	O06 in Everyd ay Life See See See See See See See See See S	O06 in Everyd ay Life  EEE10 IoT 3 0 3 S O2 based Smart Buildin g Techno logy  EEE10 Basic 3 0 3 S - O3 Circuit Analysi s S  EEE10 Funda 3 0 3 S - O4 mental s of Industr	DOG	O06 in Everyd ay Life  EEE10 IoT 3 0 3 S S - O2 based Smart Buildin g Techno logy  EEE10 Basic 3 0 3 S S - O3 Circuit Analysi s S S S S S S S S S S S S S S S S S S	O06   in   Everyd   ay Life   Severyd   Seve	DOG   In   Everyd   ay Life   Service   Serv	DOG   In   Everyd   ay Life   South   South	DOG   In   Everyd   ay Life   South   South	DOG   In   Everyd   ay Life   Service   Serv	DOG	CEETO   IOT   Sample   Sampl	O06   In   Everyd   Ay Life   Severyd   Ay Life   Ay L	O06   In   Everyd   Severyd   Seve	DOG   In   Everyd   ay Life   South   South	DOG   In   Everyd   ay Life	DOG   In   Everyd   ay Life	DOS   In Everyd ay Life

4	EEE10 05	ial Autom ation Electric Vehicle s & Battery Techno	3	0	3	S	-			Р	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
1	ECE1 003	Funda mental s of Electro nics	3			F										Sa	والس	ancy U	150	Basket

2	ECE1	Microp	3 (	3	S												
	004	rocess															
		or															
		based															
		system															
		S															
3	ECE3	Artifici	3 (	3	F/EM												
	089	al															
		Neural															
		Netwo															
		rks															
4	ECE3	Digital	3 (	3	F												
	090	System															
		Design															
		using															
		VERILO															
		G			<u> </u>												
5	ECE3	Mathe	3 (	) 3	F												
	091	matical															
		Physics															
6	ECE3	Photon	3 (	3	F/EM												
	092	ic											0				
		Integra											Val	mra.	SCY III		
DITA	. 20.12/	SOD06/D		2022	2.5								Sport	-	NOTO	150	

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

						T				<u> </u>			1						
		су																	
		Techno																	
		logies																	
10	ECE3	Natura	3	0	3	F/EM													
	096					,													
	090	'																	
		Langua																	
		ge																	
		Proces																	
		sing																	
11	ECE3	Smart	2	0	3	F/EM													
11			3	0	3	F/LIVI													
	097	Electro																	
		nics in																	
		Agricul																	
		ture																	
12	ECE3	Enviro	2	0	3	F/EM/EN													
12			3	"	3	F/ LIVI / LIV													
	098	nment																	
		Monito																	
		ring																	
		System																	
		S																	
12	5050		_	<u> </u>		E/EN 1 / 5::													
13	ECE3	Moder	3	0	3	F/EM/EN													
	099	n													$\cap$				
		Wirele													Val	WILL.	NCY U		
L	l	(a o b o c /b			<u> </u>	L	1		<u> </u>		ļ	<b>I</b>	1	<u> </u>	CAR			(4)	

		SS																
		Comm																
		unicati																
		on with																
		5G																
14	ECE3	Under	3	0	3	S/F/EM												
	100	water																
		Comm																
		unicati																
		on																
15	ECE3	Printed	3	0	3	F/EM												
	101	Circuit																
		Board																
		Design																
16	ECE3	Consu	3	0	3	S/F/ EM /												
	102	mer				EN												
		Electro																
		nics																
17	ECE3	Produc	3	0	3	F/EM/EN												
	103	t																
		Design																
		of												0				
		Electro												Sa	wie.	NCY U	VIII	

		nic																	
		Equip																	
		ment																	
18	ECE3	Vehicle	3	0	3	F/EM													
	104	to																	
		Vehicle																	
		Comm																	
		unicati																	
		on																	
19	ECE3	Wavel	3	0	3	F/EM													
	105	ets and																	
		Filter																	
		Banks																	
20	ECE3	Introd	2	Ω	3	F/EM													
20	106	uction	,	U		1 / LIVI													
	100																		
		to Data																	
		Analyti																	
		CS					/						_	_	_	_	_		
21	ECE3	Machi	3	0	3		GS/	-					Р	Р	Р	Р	Р		Englis
	107	ne					HP												h
		Vision																	Basket
		for														$\Omega$			

		Roboti																	
		CS																	
1	ENG1	Indian	2	0	2	S		-					Р	Р	P	Р	Р		
	008	Literat																	
		ure																	
2	ENG1	Readin	3	0	3	S		-											
	009	g																	
		Adverti																	
		semen																	
		t																	
3	ENG1	Verbal	2	2	3	S		-											
	010	Aptitu																	
	010	de for																	
		Placem																	
		ent																	ļ
4	ENG1	English	3	0	3		GS,	-					Р	Р	P	Р	Р		
	011	for					HP												
		Career																	ı
		Develo																	
		pment																	
5	ENG1	Gender	2	0	2			-					Р	Р	Р	Р	Р		
	012	and														0			

	Society																						
	in India																						
ENG1	Indian	3	0	3	F	HP	-											Р	Р	Р			Fitnes
013	English																						s and
	Drama																						Welln
DSA2	Spiritu	2	0	2	S	HP	-											Р	Р	Р			ess
001	ality																						Basket
	for																						
	Health																						
DSA2	Yoga	2	0	2	F		-											Р	Р	Р			
002	for																						
	Health																						
DSA2	Stress	2	0	2																			Kanna
003	Manag																						da
	ement																						
	and																						
	Well																						
	Being																						
KAN2	Sahithy	2	0	2	S																		Basket
002	а																						
	Vimars																						
	he																		0				
	DSA2 0001  DSA2 0002  DSA2 0003	in India  ENG1 Indian  013 English Drama  DSA2 Spiritu  001 ality for Health  DSA2 Yoga  002 for Health  DSA2 Stress  003 Manag ement and Well Being  KAN2 Sahithy  002 a Vimars	in India  ENG1 Indian 3  013 English Drama  DSA2 Spiritu 2  001 ality for Health  DSA2 Yoga 2  002 for Health  DSA2 Stress 2  003 Manag ement and Well Being  KAN2 Sahithy 2  002 a Vimars	in India   In India   In India   In India   In India   Indian   Indian	In India   In India   Indian   Indian	In India   In India   Indian   Indian	In India   In India   In India   In India   In India   India	In India															

2	KAN2	Pradha	1	2	2	F	HP	-		Р	Р	Р	Р	Р	Р	Р			Law
	003	rshana																	Basket
		Kale																	
1	LAW1	Introd	2	0	2	F	HP/	-					Р	Р	Р	Р			
	001	uction					GS												
		to																	
		Sociolo																	
		gy																	
2	LAW2	Indian	2	0	2	F	HP/	-					Р	Р	Р	Р		$\neg$	
	001	Heritag					GS												
		e and																	
		Culture																	
3	LAW2	Introdc	2	0	2	F	HP	-		Р	Р	Р	Р	Р	Р	Р		$\dashv$	
	002	ution																	
		to Law																	
		of																	
		Succes																	
		sion																	
4	LAW2	Introd	2	0	2	F	HP	-		P	P	Р	P	Р	Р	Р			
	003	uction																	
		to																	
		Compa													0				
		ny Law													1	سللالا			
DII/AC															Spa		NCYUN		

5	LAW2	Introd	2	0	2	F	HP	-		Р	Р	Р	Р	Р	Р	Р		
	004	uction																
		to																
		Contra																
		cts																
6	LAW2	Introd	2	0	2	F	HP	-		Р	Р	Р	Р	Р	Р	Р		
	005	uction																
		to																
		Сору																
		Rights																
		Law																
7	LAW2	Introd	2	0	2	F	НР	-		Р	Р	Р	Р	Р	Р	Р		
	006	uction																
		to																
		Crimin																
		al Law																
8	LAW2	Introd	2	0	2	F	HP	_		Р	Р	Р	P	P	Р	Р		
8			_	U	۷		H	-		r	r	r	г	г	r	r		
	007	uction																
		to																
		Insura																
		nce																
		Law													0			

9	LAW2	Introd	2	0	2	F	HP/	-					Р	Р	Р	Р			
	008	uction					GS												
		to																	
		Labour																	
		Law																	
10	LAW2	Introd	2	0	2	F	HP	-		Р	Р	Р	Р	Р	Р	Р			
	009	uction																	
		to Law																	
		of																	
		Marria																	
		ges																	
11	LAW2	Introd	2	0	2	F	HP	-		Р	Р	Р	Р	Р	Р	Р			
	010	uction																	
		to																	
		Patent																	
		Law																	
12	LAW2	Introd	2	0	2	F	HP	-		Р	Р	Р	Р	Р	Р	Р			
	011	uction																	
		to																	
		Person																	
		al																	
		Income													0				
		Tax													Sa	W.D	NCY U	VIL	

REGISTRAR Registrar

13	LAW2	Introd	2	0	2	F	HP	-		Р	Р	Р		Р	Р	Р	Р			
	012	uction																		
		to Real																		
		Estate																		
		Law																		
14	LAW2	Introd	2	0	2	F	HP	-		Р	Р	Р		Р	Р	Р	Р	Р		
	013	uction																		
		to																		
		Trade																		
		mark																		
		Law																		
15	LAW2	Introd	3	0	3	F	HP	-		Р	Р	Р	Р	Р	P	Р	Р			
	014	uction																		
		to																		
		Compe																		
		tition																		
		Law																		
16	LAW2	Cyber	3	0	3	F	HP/	_		P	Р	Р		Р	P	Р	Р		$\dashv$	
	015	Law					GS							•	•	·				
17	LAW2	Law on	2	0	2	F	HP/	-		Р	Р	Р		Р	P	Р	P			
'	016	Sexual	_	J	_		GS			•				'	•	•	•			
	010	Harras					UJ													
		sment															will			
		SODOC/D														Ja		ENCYU		

18	LAW2	Media	2	0	2	S	-			Р	Р	Р	Р	Р			Р		Р	Mathe
	017	Laws																		matics
		and																		Basket
		Ethics																		
1	MAT2	Mathe	3	0	3	S				Р	Р	Р	Р	Р			Р		Р	
	008	matical																		
		Reason																		
		ing																		
2	MAT2	Advanc	3	0	3	S				Р	Р	Р	Р	Р			Р		Р	
	014	ed																		
		Busine																		
		SS																		
		Mathe																		
		matics																		
3	MAT2	Functio	3	0	3	S				Р	Р	P	Р	P			Р		P	
	041	ns of																		
		Compl																		
		ex																		
		Variabl																		
		es																		
4	MAT2	Probab	2	0	3	S				Р	Р	Р	P	Р			P		Р	
-	042	ility	ر	U	,					'	'	'				_	!		'	
	042	and															ىلاس			
DI I/A C	20.12/	CODOC/D	C.3	£ /0	.022	2.5										Ja		NCY U	150	

		Rando																	
		m																	
		Proces																	
		ses																	
5	MAT2	Eleme	3	0	3	S			Р	Р	Р	Р	Р			Р		Р	
	043	nts of																	
		Numbe																	
		r																	
		Theory																	
6	MAT2	Mathe	3	0	3	F	_		P	Р	Р	P	Р	P	P	Р	Р		Mech
	044	matical																	anical
		Modell																	Engine
		ing and																	ering
		Applica																	Basket
																			Dasket
4	NAEC1	tions	2	_	2	C/ENA			Р	_	Р	_	_	P		_	P		
1	MEC1	Funda	2	U	2	S/EM	-		P	Р		Р	Р	Р	Р	Р	Р		
	001	mental																	
		s of																	
		Autom																	
		obile																	
		Engine																	
		ering													$\Omega$				

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

6	MEC2	Supply	3	0	3	S/EM		-	ME		Р	Р	Р	Р	Р	Р	Р	Р	Р	
	003	Chain							C20											
		Manag							08											
		ement																		
7	MEC2	Six	3	0	3	F					Р	Р	Р	Р	Р	P	Р	Р	Р	
	004	Sigma																		
		for																		
		Profess																		
		ionals																		
8	MEC2	Funda	3	0	3	S/EM	ES				Р	Р	Р	Р	Р	P	P	Р	Р	
	005	mental																		
		s of																		
		Aerosp																		
		ace																		
		Engine																		
		ering																		
9	MEC2	Safety	3	0	3	F/EM					Р	Р	P	Р	Р	P	P	Р	Р	
	006	Engine				•														
		ering																		
10	MEC2	Additiv	3	n	3	S/EM					Р	Р	Р	Р	Р	P	P	Р	Р	
	007	e	,		,	3) LIVI					'	<b>'</b>	'	'	!	•	'		'	
	007	Manuf																		
		ivialiul															$\mathcal{O}$			

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

		Applia																				
		nces																				
1	DET4		2	_	2		FC /	NIII	NIII		Р	Р		Р		Р			Р		_	
1	PET1	Geolog	2	U	2	S	ES /	NIL	NIL			P		P		P		Р	Р		Р	
	005	y for					HP															
		Engine																				
		ers																				
_					_	_				T	_	_		_		_		_				
2	PET1	Overvi	2	0	2	S	ES /	NIL	NIL		Р	Р		Р		Р		Р	Р		Р	
	006	ew of					HP															
		Energy																				
		Industr																				
		У																				
3	PET1	Introd	2	0	2	S	ES /	NIL	NIL		Р	Р		Р		Р		Р	Р		Р	
	007	uction					НР															
		to																				
		Energy																				
		Tradin																				
		g and																				
		Future																				
		Option																				
		S																				
4	PET1	Sustain	2	0	2	S	HP	NIL	NIL		Р	Р	Р	Р	Р			Р	Р	Р	Р	
	008	able																0				
		Energy																	عدس			
		Lileigy																Ja		NCY U		

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

8	PET2	Petrole	3	0	3	F/S				Р	Р		Р	Р				Р			Physic
	032	um																			S
		Econo																			
		mics																			
1	PHY1	Mecha	3	0	3	F									Р		Р			Р	Basket
	003	nics																			
		and																			
		Physics																			
		of																			
		Materi																			
		als																			
2	PHY1	Astron	3	0	3	F/S				Р	Р			Р				Р		Р	
	004	omy																			
3	PHY1	Game	0	2	1	F					Р	Р								Р	
	005	Physics																			
4	PHY1	Statisti	2	0	2	F						Р			Р						
	006	cal																			
		Mecha																			
		nics																			
5	PHY1	Physics	3	0	3	F				Р			Р	Р		Р		Р	Р		
	007	of																			



		Nanom aterials																			
6	PHY1	Advent	2	0	2	F	ES			Р	Р			P	Р	Р	Р	Р	Р		
	008	ures in	_		_																
		nanow																			
		orld																			
7	PHY2	Medica	2	0	2	F/S				Р	Р	Р	Р	Р				Р		Р	
	001	I																			
		Physics																			
8	PHY2	Sensor	1	2	2	F				Р	Р		Р	Р						Р	
	002	Physics																			
9	PHY2	Compu	1	2	2	F	ES			Р					Р		Р				
	003	tationa																			
		I																			
		Physics																			
10	PHY2	Laser	3	0	3	F	ES			Р	P					P		Р	Р		
	004	Physics																			
11	PHY2	Scienc	3	0	3																Mana
	005	e and																			geme
		Techno																			nt
		logy of																			Basket
		Energy																0			

Manage	ement E	Basket -	Miı	n.	6	F	HP	-					Р	Р	Р	Р			
credits	to be ear	ned =																	
1	MGT1	Introd	3	0	3	EN		-							Р	Р	Р		
	001	uction																	
		to																	
		Psycho																	
		logy																	
2	MGT1	Busine	3	0	3	S		-						Р	Р	Р	Р	Р	
	002	SS																	
		Intellig																	
		ence																	
3	MGT1	NGO	3	0	3	EM/EN	GS/	-					Р	Р	Р	Р		Р	
	003	Manag					НР												
		ement																	
4	MGT1	Essenti	3	0	3	S/EM/ EN	HP	-							Р	Р			
	004	als of																	
		Leader																	
		ship																	
5	MGT1	Cross	3	0	3	S/ EM/EN		-		Р	Р	Р			Р	Р	Р		
	005	Cultura																	
		1																	
		Comm													0				

		unicati																		
		on																		
6	MGT2	Busine	3	0	3	F	HP	-								Р	Р	Р	Р	
	001	SS																		
		Analyti																		
		cs																		
7	MGT2	Organi	3	0	3	S		-			Р		Р				Р	Р		
	002	zationa																		
		1																		
		Behavi																		
		our																		
8	MGT2	Compe	3	0	3	S/EM/EN		-		Р	Р	Р		Р	Р	Р	Р	Р	Р	
	003	titive																		
		Intellig																		
		ence																		
9	MGT2	Develo	3	0	3	S/EM		_		Р	Р	Р	Р				Р	Р	Р	
	004	pment			J	3, 2.11												·	•	
	004	of																		
		Enterp																		
		rises																		
10	MGT2	Econo	3	0	3	S		-			Р	Р		Р	Р	Р	Р	Р		
	005	mics															0			

		and																	
		Cost																	
		Estima																	
		tion																	
11	MGT2	Decisio	3 0	3	S/EM/EN		-					Р	Р	Р	Р	Р	Р		
	006	n																	
		Making																	
		Under																	
		Uncert																	
		ainty																	
12	MGT2	Digital	3 0	3	S		-		Р	Р	Р	Р			Р	Р	Р		
	007	Entrep																	
		reneur																	
		ship																	
13	MGT2	Econo	3 0	3	S/EM/EN		-		Р	Р	Р					Р	Р		
	008	metrics																	
		for																	
		Manag																	
		ers																	
14	MGT2	Manag	3 0	3	S/EM/EN	HP/	-								Р	Р	Р		
	009	ement				GS													
		Consul														0			
		ting														Va	wie	NCY UNI	
																OB	1	ENGINE DIVIN	

REGISTRAR Registrar

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



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



	Experie												
	nce												
Apart													
from													
the													
above													
list,													
the													
stude													
nt is													
free													
to													
enroll													
for													
any													
cours													
e													
offere													
d by													
any													
schoo													
I and										$\cap$			
earn									C	Jan	ull de	NCY U	

REGISTRAR

credit																		
s for																		
Open																		
electi																		
ve																		
provi																		
ded																		
the																		
stude																		
nt has																		
not																		
compl																		
eted																		
an																		
antire																		
quisit																		
e and																		
the		12				#R	#	#R	#R	#RE		#R	#R	#R	#R	#R	#	
stude		0				EF	R	EF	EF!	F!	EF!	EF!	EF	EF	EF	EF	R	
nt						!	EF	!					!	!	!	!	EF	
fulfills							!										!	
the														0				
prere														Ja	WIL.	NCY U	Wind I	

quisit																			
e if																			
any																			
for																			
the																			
cours																			
e he																			
wishe																			
s to																			
enroll																			
	Total Cre	dits					#R	#	#R	#R	#RE	#R	#R	#R	#R	#R	#R	#	
							EF	R	EF	EF!	F!	EF!	EF!	EF	EF	EF	EF	R	
							!	EF	!					!	!	!	!	EF	
								!										!	

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

SI. No.	Course Code	Course Name	L	Р	Credits	Basket
Semes	ter 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

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

Semes	ter 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

Semes	ter 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	3 BSM2024 Discipline Elective-V		2	4	4	Discipline Elective
4	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

Semes	ter 4				17	\\
1	BSM2004	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	-	-	4	School Core
5	XXX XXXX	Open Elective - I	3	0	3	Open Elective
6	PPS4002	Introduction to Aptitude	0	2	1	School Core

Semes	ter 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
			•			

Semes	ster 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
<mark>6</mark>	BSM3003	Mini Project	-	-	<mark>4</mark>	School Core
		Grand Total			120	



Basket	Details	ı	II	III	IV	٧	VI	То
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



Total Credits 1				Tota	al Co	urses	5	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 Mu	ultimedia.	1					
	2. To introduce Multimedia components and T	2. To introduce Multimedia components and Tools.						
	3. To understand how Multimedia can be inco	3. To understand how Multimedia can be incorporated						
Reference Ranjan Parekh, Principl	es of Multimedia, 2 <sup>nd</sup> Edition, McGraw Hill Educa	ation, 201	3.					



Course Code	Course Title: Visual design & language		2	4	3		
Course Code: BSM1002	Type of Course: 1] Program Core 2] Laboratory Integrated	L-P-C					
<b>Course Description</b>	Acquire the competency in technical skills applie	1. Acquire the competency in technical skills applicable to graphic design.					
	2. Enrich the skill level of graphic design through the	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

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		2	4	3		
	Type of Course: 1] Program Core	L-P-C					
	2] Laboratory Integrated						
Course	This course will impart skills on writing stories/ scrip	t and visu	alizatior	n for Ani	mation		
Description	Films. Introduces Script writing, Character visualization	Films. Introduces Script writing, Character visualization and story boarding.					

- 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-Guptill, ISBN-10: 0823016714, ISBN-13: 978-082301671
- 4. The Visual Display of Quantitative Information, 2nd edition by Edward R. Tufte (Hardcover May 2001)



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						
Freehan	d and Digital Drawing techniques for Artists & Designers Jo	orge Pario	cio			
1. Freehan	d and Digital Drawing techniques for Artists & Designers Jo	orge Paric	io			

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



Course	This course will brief about the various stages involved in Animation production proces							
Description	om 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								

- 2. Renee Dunlop, *Production Pipeline Fundamentals for Film and Games* 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	Purpose:		I	I			
Description	The objective of the course is to provide an understanding of the basics of visual design to the student.  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 dramate effects.  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						



visual communication designs which in the long run will translate into their applications in the design industry.

#### **Text Books**

- 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

- 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
- 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

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



Course Description	1. To learn the Human Anatomy.
	2. To understand the proportions.
	3. To understand Expressions & Locomotion
Reference: atlas-of-human-an	atomy-for-the-artist-1982

Course Code: BSM2016	Course Title: Advertising and Public Relation  Type of Course: Theory	L-P-C	3	0	3
Course Description	The course will dwell upon the role and scope of Public Relations various tools and emerging importance. It also looks into the expanded role in organizational and marketing communication. The the concepts and principles of Advertising, role of Ad agency. understanding the Fundamentals and functioning of Advertising and	evolutione course This course	n of PF e also in urse wil	R and it itroduce	:S

#### **Text Books**

1. Donald W. Jugenheimer, Larry D. Kelley, Jerry Hudson, Samuel Bradley (2014), Advertising and Public Relations Research, Routledge

- 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 <a href="https://www.youtube.com/watch?v=SeSKikrDPas">https://www.youtube.com/watch?v=SeSKikrDPas</a>
- 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 <a href="https://www.youtube.com/watch?v=sWPNsaRUtOE">https://www.youtube.com/watch?v=sWPNsaRUtOE</a>

Course Code: BSM2003	Course Title: Photography		2	4	4	
	Type of Course: 1] Laboratory	L-P-C				
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**

- 5. Understanding Digital Photography by Joseph A. lippolito, 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



- 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 An	mation.		ı	1
	<ul><li>2. To introduce observational practice to create Animation.</li><li>3. To understand the Principals of Animation and its application</li></ul>				
Reference: The Animators Sur	rvival Kit, Expanded Edition				
https://www.jstor.org/stable/					
110,557 11 11 11 15001.018 500010	J. 4071.7 147.1111.10				

Course Code: BSM2032	Course Title: Studio Management	1.0.6	3	0	3
	Type of Course: Theory	L-P-C			



<b>Description</b> from project concept to projection realiza	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.					

- 10. Renee Dunlop, *Production Pipeline Fundamentals for Film and Games* 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

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	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) / Us	ser Interface (UI)							



Course Code: BSM2024	Course Title: Digital Cinematography		2	4	4	
D31V12U24						
	T (0 41D	L-P-C				
	Type of Course: 1] Program Core					
	2] Laboratory Integrated					
Course	Purpose:			1	<u>.</u> I	
Description	This course will offer Students to Work with a range of Di	gital Cine	ema Cam	neras to	capture	
	appropriately exposed, focused and color balanced images.  Abilities to be Developed:					
	Introduce students to the standards, practices and tech	niques of	cinema	tograph	У	
	Develop students' ability to manipulate cameras to achie	eve specif	fic stylist	ic and d	ramatic	
	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 well as the opportunity to study the techniques and aesthetics of cinematograph 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	On successful Completion of this course students shall a	ble to				
Outcomes						
	1. <b>Understand</b> the implications of shooting in different camera with Proper					
	Composition.					
	2. <b>Develop</b> pre-production documentation such as storyboards, mood boards,					
	shot lists and location surveys to facilitate a successful production					
	3. <b>Utilise</b> 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 I	Kane (Orson Wells, USA, 1941)					
10. 0.0.2011	( - : - : : : : : : : : : : : : : : : :					



- 14. <a href="https://youtu.be/Ow7w7FUAkdk">https://youtu.be/Ow7w7FUAkdk</a> Basics of Cinematography
- 15. <a href="https://youtu.be/mXR571pR40g">https://youtu.be/mXR571pR40g</a> Camera Movements
- 16. <a href="https://youtu.be/nKM3jkEOpuE">https://youtu.be/nKM3jkEOpuE</a> Framing and Composition Techniques.

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	Purpose:					
Description	This course will offer Students into the fundamentals of this creative approaimmersing students in the doing of design thinking.  Abilities to be Developed:				ach by	
	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.					



# Course Outcomes

On successful Completion of this course students shall able to

- 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**

- 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

- 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



Course Code: BSM2004	Course Title: History and Pipeline of Animation		2	0	2		
	Type of Course: 1] Program Core 2] Theory	L-P-C					
Course	Purpose:		ı	I			
Description	An overview of the history and theory of animation including the origin of animations, Hollywood Studio animation, a sample of World Animation and contemporanimation.  Abilities to be Developed:  Introduce Students gain an understanding of animation by the identification, evaluat						
					uation,		
	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	On successful Completion of this course students shall a	ble to					
Outcomes	7. <b>Define</b> an overview of the evolution of animatic into existence	on, and ho	ow anim	ation ca	me		



- **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.

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

