



TILAK MAHARASHTRA VIDYAPEETH

Declared as Deemed to be University Under Section 3 of UGC Act 1956

Reaccredited by NAAC with 'B++' Grade

ISO 21001 : 2018 Certified



Department of Digital Arts

NAME OF THE PROGRAM

605-BSC Animation and VFX

Academic Year 2026-27

1st YEAR

SEMESTER I

YEAR	1st year	
SEMESTER	1st	
NAME OF COURSE	English I (Th)	
COURSE CODE	BSAV-24-101	
PAPER NO	I	
MARKING SCHEME	End-Semester (EXT): 20	Continuous evaluation (INT):30
CREDITS	Total: 2	
	Theory :2	Practical :
TEACHING HOURS	Theory: 30	Practical:

COURSE OBJECTIVES:

- Understand English language's basics and grammar.
- Develop effective communication skills
- Develop effective comprehension skills.
- Develop formal short writing skills.
- Develop formal review writing skills.

COURSE OUTCOME:

The student will be able to

- Develop one's ability to use English Language in day-to-day and real-life situations
- Interpret isolated vocabulary words and phrases in familiar contexts
- Express ideas through written, oral and visual communication
- Compose meaningful sentences and paragraphs as a prominent life-long skill.
- Demonstrate excellent reading and comprehension skills

COURSE DETAILS:

Unit No	Title of unit with detailed content	No of teaching-learning hours	Theory	Practical	Marks Weightage	
					INT (continuous evaluation)	EXT (end-sem)
1	Unit 1 Everyday conversations • Introducing self/others • Weather • Classroom	6	TH	-	6	2

	• Asking about facilities around • Asking for help, suggestions, ideas, directions and advice • Describing a person/thing					
2	Unit 2 Meeting people, expressing, and talking about • Greetings, Starting the Conversation, Small Talks, Closing the Conversation • Happiness/Displeasure, Preference, Doubts, Views. • Interests, Different Cultures, Clothes, Cars, Institutes, Situations, Schedules, Prices • Points to cover: Vocabulary, grammar, Construction of sentences, listening.	6	TH	00	6	2
3	Unit 3 Comprehension • Comprehension passage 1 • Comprehension passage 2 • Comprehension passage 3 • Comprehension passage 4 • Comprehension passage 5 Points to cover: Vocabulary, grammar, Construction of sentences.	6	TH	00	6	2
4	Unit 4 Short Paragraph Writing • Punctuality • Nutrition • Exercise • Global Warming • Disciple Inflation • Demonetization Points to cover: Vocabulary, grammar, Construction of sentences	6	TH	00	6	2
5	Unit 5 Review Writing • Topic 1 – Book [can be a story review for average students] • Topic 2 - Movie review				6	2

	[different kinds of movies can be suggested too for practice] • Topic 3 – Another Movie review • Topic 4 – Hotel / Café / Recreations Centre Review • Topic 5 – Electronic Gadget Review (Laptop/smartphone / speakers/ PSP/ etc.) • What is a review? How to write a review? Different types of reviews. • Writing for social media: Facebook, Inked-in • Points to remember while writing on social media. How to write a profile summary. • What is a blog? How to write a blog? • Points to cover: Vocabulary, grammar, Construction of sentences.					
Total Hours		30	-	00	30	20
Text Books		1. Speak Now Level I & II, Oxford Press 2. Business Benchmark, Level – Upper Intermediate by Cambridge University Press. 3. Practical English Usage by Michel Swan, Oxford University Press				
Reference Books		1. Cambridge Grammar for English: A comprehensive Guide for spoken & written English (South Asian edition), Cambridge University Press. 2. How English Works by Michael Swan & Catherine Walter, Oxford University.				

YEAR	1st year	
SEMESTER	1st	
NAME OF COURSE	Japanese-I(Th)	
COURSE CODE	BSAV-24-102	
PAPER NO	I	
MARKING SCHEME	End-Semester (EXT): 20	Continuous evaluation (INT):30
CREDITS	Total: 02	
	Theory :02	Practical :00
TEACHING HOURS	Theory: 30	Practical: 00

COURSE OBJECTIVES:

- To introduce students to the basics of Japanese language including Hiragana, Katakana, and simple Kanji.
- To develop basic listening, speaking, reading, and writing skills in Japanese.
- To enable students to understand and use everyday expressions and basic conversation relevant to academic, travel, and professional needs.
- To build foundational vocabulary relevant to animation, art, and Japanese culture.
- To enhance cross-cultural understanding and prepare students for global collaboration in creative industries.

COURSE OUTCOME:

- The student will be able to
- By the end of this course, students will be able to:
- Read and write Hiragana and Katakana confidently.
- Understand and form basic Japanese sentences using everyday vocabulary.
- Communicate in simple Japanese in social and classroom situations.
- Recognize and write basic Kanji characters.
- Demonstrate awareness of Japanese culture and etiquette.

COURSE DETAILS:

Unit No	Title of unit with detailed content	No of teaching-learning hours	Theory	Practical	Marks Weightage	
					INT (continuous evaluation)	EXT (end-sem)
1	Unit 1: Introduction to Japanese Language & Culture • History and importance of the Japanese language	05	TH	00		

	• Hiragana – basic script and pronunciation • Greetings, basic expressions, and etiquette • Self-introduction and nationality • Sample Vocabulary: Konnichiwa, Arigatou, Watashi wa ____ desu					
2	Unit 2: Katakana & Basic Sentence Formation • Introduction to Katakana (used for foreign words) • Nouns, pronouns, particles (wa, no, ga) • Sentence structure: Subject–Object–Verb (SOV) • Numbers, days, months, time • Example Sentences: • Kore wa pen desu. • Watashi no namae wa Ravi desu	05	TH	00		
3	Unit 3: Basic Verbs and Tenses • Common verbs (tabemasu, ikimasu, mimasu, shimasu) • Present and past tense (affirmative & negative) • Introduction to question formation • Making simple requests and commands - Example: • Watashi wa eiga o mimasu. • Anata wa doko e ikimasu ka?	05	TH	00		
4	Unit 4: Vocabulary and Expressions for Everyday Situations • Family, places, classroom objects, common actions • Colors, directions, weather • Conversation practice: shopping, asking for directions, classroom talk	05	TH	00		

	• Situational Role-plays: • Buying a ticket • Ordering food • Asking the way					
5	Unit 5: Japanese Culture & Introduction to Kanji Basics of Kanji – meaning and stroke order 10–15 simple Kanji (numbers, days, people, nature) Introduction to Anime/Manga terms in Japanese Customs, festivals, and greetings in Japan Examples: Kanji: 日 (hi/sun), 山 (yama/mountain), 人 (hito/person) Terms: Anime アニメ, Manga 漫画, Sensei 先生					
Total Hours		30	-	00		
Text Books		4. Speak Now Level I & II, Oxford Press 5. Business Benchmark, Level – Upper Intermediate by Cambridge University Press. 6. Practical English Usage by Michel Swan, Oxford University Press				
Reference Books		3. Cambridge Grammar for English: A comprehensive Guide for spoken & written English (South Asian edition), Cambridge University Press. 4. How English Works by Michael Swan & Catherine Walter, Oxford University.				

YEAR	1st year	
SEMESTER	1st	
NAME OF COURSE	Concept Development(Pr)	
COURSE CODE	BSAV-25-103	
PAPER NO	II	
MARKING SCHEME	End-Semester (EXT): 40	Continuous evaluation (INT): 60
CREDITS	Total: 4	
	Theory :00	Practical :04
TEACHING HOURS	Theory: 00	Practical: 60 (Teaching – 30 & Practical 30 hours)

COURSE OBJECTIVES:

- To introduce students to the fundamentals of idea generation and storytelling in animation & VFX.
- To develop skills for creating original concepts for animation/VFX projects.
- To train students in pre-production practices like concept art, character profiles, storyboarding, and mood boards.
- To encourage the habit of research, observation, and visualization.
- To build presentation and pitching skills relevant to the creative industries.

COURSE OUTCOME:

The student will be able to

- ☐ Understand the fundamentals of idea generation and visual storytelling.
- ☐ Develop original concepts for animation, games, or digital media.
- ☐ Apply research and references to enhance concept development.
- ☐ Create concept sketches, storyboards, and mood boards.
- ☐ Present and justify creative ideas effectively to peers and mentors.

COURSE DETAILS:

Unit No	Title of unit with detailed content	No of teaching-learning hours	Theory	Practical	Marks Weightage	
					INT (continuous evaluation)	EXT (end-sem)
1	Unit 1: What is a concept? Importance in animation and VFX Types of concepts: Narrative, visual,	12		PR	12	10

	stylistic, emotional Understanding audience, genre, format (short film, ad, web-series) Case studies from Indian and global animation/VFX industry Practical Exercises: Analyze 3 animation/VFX clips – identify the core concept Create a one-line concept idea (logline) for 3 different genres					
2	Unit 2: Ideation & Brainstorming Techniques Free writing, mind-mapping, story seeds "What-if?" scenarios Adaptation vs. original content Research methods: visual, thematic, contextual Practical Exercises: • Create a mind-map for a short film idea • Collect and present 10 visual references related to your concept • Conduct peer-feedback sessions	12		PR	12	10
3	Unit 3: Character & World Building • Creating characters with back-story, motivation, flaws • Visual design: silhouette, costume, props, expressions • World design: time period, environment, rules of the world • Visual storytelling and its emotional impact Practical Exercises: • Design 2 original characters with turnarounds and profiles • Create a visual reference sheet for the world (mood board)	12		PR	12	10

	Draw a scene placing the character in the world					
4	Unit 4: Narrative Structure & Scripting Story arc: Beginning – Middle – End Conflict, stakes, resolution Scripting basics – screenplay format, scene heading, dialogue Visual vs verbal storytelling Practical Exercises: Write a one-page story idea Develop a 3-act structure for your animation concept Script a 1-minute scene based on your concept	12		PR	12	10
5	Unit 5: Storyboarding & Pitch Presentation What is a storyboard? Purpose & visual language Thumbnail sketches, camera angles, continuity Pitch bible: synopsis, characters, environments, color palette Verbal and visual pitch preparation Practical Exercises: Create a storyboard (12–16 panels minimum) Design a pitch bible for your concept (can be digital or print) Deliver a final pitch presentation with Q&A	12		PR	12	10
Total Hours		60	-	PR	60	40
Text Books		- Lewis-Pencil-Drawing-Techniques by David Lewis Publisher: Watson-Guptill Publications (1984) - Perspective Drawing Handbook by Joseph D'Amelio 17 May 2004				
Reference Books		- Light and shade with chapters on charcoal pencil and brush drawing 1897 - The complete book of drawing techniques by peter stanier 2010				

YEAR	1st year	
SEMESTER	1st	
NAME OF COURSE	Animation Pipeline and principle(PR)	
COURSE CODE	BSAV-25-104	
PAPER NO	III	
MARKING SCHEME	End-Semester (EXT): 40	Continuous evaluation (INT): 60
CREDITS	Total: 5	
	Theory :00	Practical :05
TEACHING HOURS	Theory: 00	Practical: 75

COURSE OBJECTIVES:

- To introduce students to the complete animation production pipeline from concept to final output.
- To provide hands-on understanding of each stage: pre-production, production, and post-production.
- To practically demonstrate the 12 Principles of Animation through exercises.
- To help students plan and execute simple animation shots using traditional/digital tools.
- To lay a foundation for professional animation workflow and team collaboration.

COURSE OUTCOME:

Students will be able to:

- Understand and demonstrate the animation production workflow
- Apply the 12 animation principles effectively in exercises
- Execute simple 2D animation sequences with technical accuracy
- Organize and manage animation files in a professional format
- Produce and present a short animated scene from concept to final output

COURSE DETAILS:

Unit No	Title of unit with detailed content	No of teaching-learning hours	Theory	Practical	Marks Weightage	
					INT (continuous evaluation)	EXT (end-sem)
1	Unit 1: Overview of Animation Pipeline • Introduction to animation	15	TH			

	production workflow • Stages: Pre-production, Production, Post-production • Roles and responsibilities in the pipeline • Traditional vs. digital pipeline • File management and project organization Practical Exercise: • Create a pipeline chart for a short animation film • Practice folder structure and naming conventions for animation assets					
2	Unit 2: Pre-Production Fundamentals • Script breakdown and visual research • Character sketches and environment thumbnails • Model sheets and expression sheets • Storyboard creation & animatic basics Practical Exercise: • Create a basic character model sheet • Design storyboard panels for a 10–15 second animation sequence • Compile a short animatic (with sound optional)	15	TH			
3	Unit 3: The 12 Principles of Animation • Introduction to classical principles: • Squash & Stretch • Anticipation • Staging • Straight Ahead & Pose-to-Pose	15	TH			

	• Follow Through & Overlapping Action • Slow In & Slow Out • Arcs • Secondary Action • Timing • Exaggeration • Solid Drawing • Appeal Practical Exercises: • Ball bounce (Squash & Stretch, Timing) • Pendulum swing (Arcs, Slow In/Out) • Overlapping tail or cloth animation • Character reaction animation (Anticipation, Exaggeration, Secondary Action)					
4	Unit 4: Production – Animation Techniques Frame-by-frame animation workflow Keyframe & in-betweening methods Timing charts and exposure sheets 2D digital tools (e.g., Adobe Animate, Toon Boom) Practical Exercises: Animate a simple character walk cycle Create a small loop animation using at least 3 animation principles Apply cleanup and inking to a 5-second animated scene	15	TH			
5	Unit 5: Post-production and Review • Rendering, compiling, and adding sound • Editing and final output formats • Peer review and feedback • Documentation and presentation of animation projects	15	TH			

	Practical Exercises: • Compile final animation sequence • Add background music and sound effects • Present the animation with breakdown and artist statement					
Total Hours		75				
Text Books		The Animator's Survival Kit by Richard Williams :				
Reference Books		1. Cartoon Animation by Preston Blair 1994 2. Muybridge - The Human Figure In Motion by Eadweard Muybridge, Publisher Dover Publications Feb 2007				

YEAR	1st year	
SEMESTER	1st	
NAME OF COURSE	Introduction To Digital Art(PR)	
COURSE CODE	BSAV-25-105	
PAPER NO	IV	
MARKING SCHEME	End-Semester (EXT):40	Continuous evaluation (INT): 60
CREDITS	Total: 4	
	Theory :00	Practical :04
TEACHING HOURS	Theory: 00	Practical: 60

COURSE OBJECTIVES:

- To introduce students to the tools, techniques, and mediums of creating digital art.
- To develop proficiency in using drawing tablets and digital art software.
- To enable students to translate traditional art knowledge into a digital environment.
- To practice creating illustrations, designs, and compositions with digital media.
- To understand and apply color theory, line quality, value, and perspective digitally.
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COURSE OUTCOME:

The student will be able to

- Use digital art tools confidently for illustration and design.
- Apply basic drawing, painting, and shading techniques digitally.
- Create and manage multi-layered compositions.
- Understand digital file management, resolution, and formats.
- Produce digital artworks suitable for a professional portfolio.

COURSE DETAILS:

Unit No	Title of unit with detailed content	No of teaching-learning hours	Theory	Practical	Marks Weightage	
					INT (continuous evaluation)	EXT (end-sem)
1	Unit 1: Introduction to Digital Tools & Interface - Understanding digital art: applications and relevance - Introduction to drawing tablets (Wacom, XP-Pen, etc.) - Digital art software: Photoshop, Krita, Corel Painter, etc. - Canvas setup, brushes, layers, resolution, and formats Practical Exercises: - Practice strokes, pressure sensitivity, and brush control - Explore layer modes and selection tools - Set up a digital art project file with correct specs	10		PR	12	-
2	Unit 2: Fundamentals of Digital Drawing - Line quality, gesture drawing, contour and construction - Shapes, silhouettes, and forms - Positive and negative space - Drawing using grids and symmetry tools Practical Exercises: - Daily gesture drawing exercises (digital) - Create contour drawings of 3 objects	10		PR	12	-

	Redraw a basic sketch using digital clean-up techniques					
3	Unit 3: Digital Painting and Shading Techniques - Introduction to color theory and digital color wheels - Light and shadow, highlights, and reflections - Brushes: airbrush, textured brush, smudge, blending - Value study and grayscale painting Practical Exercises: - Create a monochrome shaded object (e.g., fruit or still life) - Paint a simple object with 3-point lighting - Recreate a famous painting digitally (study)	10		PR	12	-
4	Unit 4: Composition and Background Art Rule of thirds, focal points, balance Background elements: sky, trees, buildings, textures Perspective: 1-point, 2-point digital grids Concept sketches and rough layouts Practical Exercises: Create 3 thumbnails for a landscape concept Digitally paint a simple background (day/night version) perspective grid to create a city/street sketch	15		PR	12	-
5	Unit 5: Final Art Project and Portfolio - Planning a final digital illustration or concept art piece - Combining characters and background in one artwork - Exporting, saving, and presenting artwork - Portfolio curation and documentation	15	00	PR	12	

	Practical Exercises: • Create a completed digital artwork from sketch to final • Present artwork with concept description and process steps • Compile a digital art mini-portfolio (5–8 works)					
Total Hours		60			60	
Text Books		1. Principles of Form and Design by Wucius Wong John Wiley & Sons, New York2, September 15, 1993. 2. The Animation Bible: A Practical Guide to the Art of Animating from Flipbooks to Flash – MaureFurniss 2008				
Reference Books		1. Adobe Photoshop CC Classroom in a Book with Access Code by Andrew Faulkner 2017				

YEAR	1st year	
SEMESTER	1st	
NAME OF COURSE	Photography (Pr)	
COURSE CODE	BSAV-24-106	
PAPER NO	V	
MARKING SCHEME	End-Semester (EXT): 40	Continuous evaluation (INT):
CREDITS	Total: 3	
	Theory :00	Practical :03
TEACHING HOURS	Theory: 00	Practical: 45

COURSE OBJECTIVES:

- To introduce students to the fundamentals of digital photography.
- To develop an understanding of camera functions, composition, and lighting.
- To enhance the visual observation skills necessary for animation and design.
- To train students in image capturing, selection, editing, and presentation.
- To build a multidisciplinary creative foundation by blending art, technology, and storytelling.

COURSE OUTCOME:

The student will be able to

- Understand and operate basic camera equipment and settings
- Apply compositional and lighting techniques in photography

- Capture photographs that reflect technical control and creative intent
- Perform basic photo editing and organization
- Present a cohesive photographic portfolio with a clear visual theme

COURSE DETAILS:

Unit No	Title of unit with detailed content	No of teaching-learning hours	Theory	Practical	Marks Weightage	
					INT (continuous evaluation)	EXT (end-sem)
1	Unit 1: Introduction to Photography & Camera Basics • History and evolution of photography • Types of cameras: DSLR, mirrorless, smartphone • Parts of a camera and their functions • Understanding megapixels, formats, and storage Practical Exercises: • Explore different cameras/devices • Take 5 photographs using Auto mode • Identify camera settings from image metadata	10		PR		
2	Unit 2: Exposure Triangle & Camera Control • Aperture, Shutter Speed, ISO • Manual vs. automatic modes • Depth of field, motion blur, and noise • White balance and metering modes Practical Exercises: • Take a photo series varying aperture (DOF study) • Capture motion blur and freeze frame shots	10		PR		

	Practice using manual settings					
3	Unit 3: Composition and Framing - Rule of thirds, leading lines, symmetry, balance - Framing, negative space, contrast - Use of color, texture, and pattern - Visual storytelling and emotion in stills Practical Exercises: - Take 10 shots using different compositional rules - Recreate a famous photograph using same framing - Create a photo story of 3–5 images	5		PR		
4	Unit 4: Lighting Techniques - Natural vs. artificial light - Hard and soft light - Three-point lighting setup (basic) - Golden hour and low-light photography Practical Exercises: - Take portraits in natural light at different times - Experiment with backlighting and silhouettes - Create a still-life setup using desk lamps or LED	10		PR		
5	Unit 5: Photo Editing and Presentation - Introduction to editing software (Lightroom, Photoshop, Snapseed) - Cropping, color correction, exposure adjustment - File organization, resolution, export formats - Portfolio building and digital presentation	10		PR		

	Practical Exercises: - Edit a series of 5 raw photographs - Create a before/after comparison layout - Prepare a final themed photo portfolio (5–8 photos)					
Total Hours		45				
Text Books		1. Digital Photography Step by Step by Tom, Ang - Penguin (1 June 2011) 2. The Complete Digital SLR Handbook: Master Your Camera to Take Pictures Like a Pro [With CDROM - COMP DIGITAL SLR HANDBK PhotoPlus Magazine Fox Chapel Pub Co Inc; Pap/Cdr edition (1 June 2012)Flipbooks to Flash – MaureFurniss 2008				
Reference Books		1. Scott Kelby's Digital Photography Boxed Set, Parts 1, 2, 3, and 4 - Scott Kelby, Peachpit Press; Box edition (14 August 2014)				

YEAR	1st year	
SEMESTER	1st	
NAME OF COURSE	Yoga (Pr)	
COURSE CODE	BSAV-24-107-A	
PAPER NO	IV	
MARKING SCHEME	End-Semester (EXT): 00	Continuous evaluation (INT):50
CREDITS	Total: 2	
	Theory :00	Practical :02
TEACHING HOURS	Theory: 00	Practical: 30

COURSE OBJECTIVES:

- To introduce students to the philosophy and practice of Yoga for physical and mental well-being.
- To enhance concentration, stress management, and emotional balance through Yogic practices.
- To build self-discipline, body awareness, and breathing control through regular asana and pranayama sessions.
- To inculcate healthy lifestyle habits and awareness of holistic health.
- To support creativity and focus in academic and artistic disciplines like animation, art, and design.

COURSE OUTCOME:

The student will be able to

- Understand and explain the purpose and benefits of Yoga practice.
- Demonstrate proficiency in basic yoga postures and breathing techniques.

- Apply Yoga as a tool for improving focus, reducing stress, and enhancing creativity.
- Develop a self-practice routine for health and wellness.
- Exhibit discipline, mindfulness, and holistic wellness in daily life.

COURSE DETAILS:

Unit No	Title of unit with detailed content	No of teaching-learning hours	Theory	Practical	Marks Weightage	
					INT (continuous evaluation)	EXT (end-sem)
1	Unit 1: Introduction to Yoga & Health • Meaning, history, and importance of Yoga • Types of Yoga: Hatha Yoga, Ashtanga Yoga, Bhakti Yoga, Karma Yoga • Role of Yoga in modern lifestyle, stress relief, and focus • Do's and Don'ts before and after yoga practice	5		PR		
2	Unit 2: Warming-Up and Surya Namaskar • Basic loosening and warm-up exercises • Introduction to Surya Namaskar (Sun Salutation) • 12 steps of Surya Namaskar with breathing • Repetitions and flow control	5		PR		
3	Unit 3: Yogasanas (Postures) • Practice of selected beginner-to-intermediate level Asanas: • Standing Postures – Tadasana, Vrikshasana • Sitting Postures – Vajrasana, Ardha Matsyendrasana, Padmasana • Lying Postures – Bhujangasana, Shavasana, Pawanmuktasana	10		PR		

	- Balance Postures – Natarajasana (intro), Tree Pose - Benefits and precautions of each asana will be explained alongside practice.					
4	Unit 4: Breathing Techniques & Pranayama - Importance of breath in life and focus - Basic pranayama techniques: - Anulom Vilom - Bhramari - Kapalabhati - Practice with proper sitting posture, timing, and calmness	5		PR		
5	Unit 5: Meditation & Relaxation - Introduction to Dhyana (Meditation) – techniques and mental benefits - Guided meditation and body scan techniques - Yogic relaxation: Shavasana, Yoga Nidra (Intro) - Visualization and affirmations for creativity and clarity	5		PR		
Total Hours		30				
Text Books		3. Digital Photography Step by Step by Tom, Ang - Penguin (1 June 2011) 4. The Complete Digital SLR Handbook: Master Your Camera to Take Pictures Like a Pro [With CDROM - COMP DIGITAL SLR HANDBK PhotoPlus Magazine Fox Chapel Pub Co Inc; Pap/Cdr edition (1 June 2012)Flipbooks to Flash – MaureFurniss 2008				
Reference Books		2. Scott Kelby's Digital Photography Boxed Set, Parts 1, 2, 3, and 4 - Scott Kelby, Peachpit Press; Box edition (14 August 2014)				

SEMESTER II

YEAR	1 st year	
SEMESTER	2 nd	
NAME OF COURSE	English II (TH)	
COURSE CODE	BSAV-24-201	
PAPER NO	I	
MARKING SCHEME	End-Semester (EXT): 40	Continuous evaluation (INT):
CREDITS	Total: 2	
	Theory :02	Practical :
TEACHING HOURS	Theory: 30	Practical:

COURSE OBJECTIVES:

- Understand English language's basics and grammar.
- Develop effective communication skills
- Develop effective comprehension skills.
- Develop formal short writing skills.
- Develop formal review writing skills.
- Understanding of functional English and comprehension techniques

COURSE OUTCOME:

The student will be able to

- Explain the concept of grammar to address competitive exams.
- Demonstrate the use of advanced English language by using various words, i.e., idioms and phrases in a variety of sentences in a functional context.
- Comprehend the proper usage of English grammar.
- Adapt the strategies of comprehension by using the learnt techniques and methodologies.
- Apply professional writing methodologies.

COURSE DETAILS:

Unit No	Title of unit with detailed content	No of teaching-learning hours	Theory	Practical	Marks Weightage	
					INT (continuous evaluation)	EXT (end-sem)
1	Unit 1 English Grammar & Vocabulary • Correction of Common Errors (with a recap of English Grammar and its practical usage.) • Synthesis: Simple, complex and compound sentences • Commonly used Idioms & phrases (Progressive learning the whole semester)	06	TH			-
2	Unit 2 Speaking Skills • Art of public speaking • Common conversation • Extempore • PowerPoint Presentation (ppt) Skills: Nuances of presenting PPTs	06	TH			-
3	Unit 3 Comprehension Skills • Strategies of Reading comprehension: Four S's • How to solve a Comprehension (Short unseen passage: 150-200 words)	06	TH			-
4	Unit 4 Professional Writing • Preparing Notice, Agenda & Minutes of the Meeting	06	TH			-
5	Unit 5 Value-based text reading • The Barber's Trade Union – Mulk Raj Anand	06	TH			
Total Hours		30				

Text Books	1. Singh R.P., An Anthology of Short stories, O.U.P. New Delhi.
Reference Books	1. Allen, W. "Living English Structure" Pearson Education, New Delhi. 2. Joseph, Dr C.J. & Myall E.G. —A Comprehensive Grammar of Current English Inter-University Press, Delhi

YEAR	1st year	
SEMESTER	2nd	
NAME OF COURSE	2D Digital Animation (PR)	
COURSE CODE	BSAV-25-203	
PAPER NO	II	
MARKING SCHEME	End-Semester (EXT): 40	Continuous evaluation (INT): 60
CREDITS	Total: 5	
	Theory :00	Practical : 05
TEACHING HOURS	Theory: 00	Practical: 75

COURSE OBJECTIVES:

- To enhance students' skills in 2D digital animation through complex motion, acting, and scene transitions.
- To introduce advanced techniques such as character rigging, multi-layered animation, and FX animation.
- To train students in animating scenes with expressive body language, lip sync, and cinematic timing.
- To build competence in handling long-form animation scenes and dialogue-based acting shots.
- To prepare students for production-ready 2D animation pipelines using professional software.
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COURSE OUTCOME:

The student will be able to

- Apply advanced rigging and animation techniques using digital tools.
- Animate characters with emotional depth, gestures, and dialogue delivery.
- Integrate environmental and FX animation with character performance.
- Plan, execute, and present a polished short 2D animation with sound and continuity.
- Demonstrate understanding of professional animation production workflow.

COURSE DETAILS:

Unit		No of			Marks Weightage

No	Title of unit with detailed content	teaching-learning hours	Theory	Practical	INT (continuous evaluation)	EXT (end-sem)
1	Unit 1: Review & Industry-Standard Workflow - Recap of animation principles and digital workflow - Scene structure, file naming, versioning - Scene planning: X-sheets, animatics, shot breakdown - Introduction to studio production pipeline Practical Exercises: - Break down a sample scene into animation layers - Time a dialogue scene using X-sheet and animatic	10		PR		
2	Unit 2: Rig-Based 2D Animation - Introduction to rigging in software (Toon Boom, Adobe Animate, Moho, etc.) - Bone and pivot structure, hierarchy, peg layers - Tweening, key poses, and motion design - Using camera movement in rig-based scenes Practical Exercises: - Rig a biped character using basic tools - Animate a character jump, sit, or reaction using rig - Apply camera pans and zooms within scene	15		PR		
3	Unit 3: Acting for Animation - Expression & Body Language - Animating emotional expressions and believable reactions - Gesture and posture to convey intention - Secondary actions and personality through motion - Phrasing, beats, and acting in	15		PR		

	sync with voice Practical Exercises: • Animate a short silent scene with mood change • Animate a dialogue with expressive performance • Animate hand gestures and eye blinks in sync					
4	Unit 4: FX and Environment Animation • Animate water, fire, smoke, dust, and weather effects • Scene transitions and visual continuity • Background animation (clouds, moving vehicles, etc.) • Integration of 2D FX in a character scene Practical Exercises: • Animate 2 natural elements (fire + smoke, or rain + ripple) • Create a looping environmental animation • Combine character and FX in a short scene	15		PR		
5	Unit 5: Final Short Animation Project • Planning and execution of a 15–30 second animation • Includes storyboarding, layout, character, acting, effects, and editing • Sound synchronization and final compilation • Presentation and critique of the project Practical Exercises: • Develop a complete short animation clip • Add music and dialogue • Create process documentation (PDF or Video Reel)	20		PR		
Total Hours		45		PR		
Text Books		1. Creating animated sequences from drawings of buildings, cityscapes. by H V Carter 2. Figure Drawing for all its worth, Andrew Loomis				

	3. Dynamic Figure Drawing, Burne Hogarth. 4. Dynamic Life Drawing for Animators, Mike Mattesi.
Reference Books	1. Atlas of Human Anatomy for the Artist by Stephen Rogers Peck

YEAR	1st year	
SEMESTER	2nd	
NAME OF COURSE	Storytelling & Storyboarding (PR)	
COURSE CODE	BSAV-25-204	
PAPER NO	II	
MARKING SCHEME	End-Semester (EXT): 40	Continuous evaluation (INT): 60
CREDITS	Total: 5	
	Theory :00	Practical :05
TEACHING HOURS	Theory: 00	Practical: 75

COURSE OBJECTIVES:

- To introduce the core principles of storytelling in visual media.
- To develop the ability to translate written narratives into visual storyboards.
- To train students in visual grammar, camera angles, and shot continuity.
- To strengthen pre-production planning skills for animation and VFX.
- To build narrative, artistic, and cinematic thinking for effective visual storytelling.

COURSE OUTCOME:

The student will be able to

- Understand and apply storytelling principles suitable for visual formats.
- Create storyboards that translate scripts into visual sequences.
- Apply camera language and cinematic techniques in visual planning.
- Develop animatics integrating timing, sound, and narrative flow.
- Present and critique visual storytelling projects in a production context.

COURSE DETAILS:

Unit No	Title of unit with detailed content	No of teaching-learning hours	Theory	Practical	Marks Weightage	
					INT (continuous evaluation)	EXT (end-sem)

1	Unit 1: Fundamentals of Storytelling • Elements of story: character, setting, conflict, resolution • Narrative structures: 3-act structure, hero's journey, non-linear storytelling • Genre, tone, and audience • Storytelling in animation, games, and visual effects Practical Exercises: • Write a 1-minute story with 3-act structure • Identify and analyze story elements in an animated short	05		PR		
2	Unit 2: Scriptwriting & Visual Thinking • Script format: scene headings, action, dialogue • Writing loglines, synopsis, and treatments • Developing characters and arcs • Visualizing scenes: show vs. tell Practical Exercises: • Write a script for a 30-second animation • Break down a scene into visuals using descriptive action lines	10		PR		
3	Unit 3: Basics of Storyboarding • What is a storyboard and its function in production • Panel layout, aspect ratio, thumbnails • Shot types: wide, medium, close-up, over-the-shoulder • Understanding continuity and flow Practical Exercises: • Create storyboard panels for a short script • Thumbnail 3 versions of the same scene with different	10		PR		

	camera angles					
4	Unit 4: Visual Grammar & Cinematic Techniques • Camera movements: pan, tilt, zoom, tracking • Composition: rule of thirds, balance, focus • Transitions: cut, dissolve, fade, match cut • Timing, pacing, and emotional rhythm Practical Exercises: • Redraw a sequence from a film with added camera movement notes • Create a storyboard with at least 3 camera moves and 3 transitions	10		PR		
5	Unit 5: Animatic Creation & Final Pitch • Converting storyboard into animatic with sound • Adding timing, dialogue, background score • Presenting a storyboard/animatic as a pitch • Peer feedback and revision Practical Exercises: • Create an animatic from your storyboard (30–60 seconds) • Present your animatic with explanation of story and visual choices • Final portfolio submission with process documentation	10		PR		
Total Hours		45				
Text Books		1. Story: Substance, Structure, Style and the Principles of Screenwriting. By Robert McKee 1997.				
Reference Books		1. Making Comics: Storytelling Secrets of Comics by Scott McCloud 2006				

YEAR	2nd year	
SEMESTER	3rd	
NAME OF COURSE	Graphic Design(PR)	
COURSE CODE	BSAV-24-206	
PAPER NO	V	
MARKING SCHEME	End-Semester (EXT): 40	Continuous evaluation (INT): 60
CREDITS	Total: 4	
	Theory :	Practical :4
TEACHING HOURS	Theory:	Practical: 60

COURSE OBJECTIVES:

- To understand history of Graphic design
- To explain elements of typography
- To describe logo and branding
- To understand product packaging techniques
- To elucidate how design affect emotions

COURSE OUTCOME:

The student will be able to

- Formulate history of graphic design
- Demonstrate elements of typography
- Create Logo and branding
- Plan product packaging techniques
- Demonstrate how design affect emotions

COURSE DETAILS:

Unit No	Title of unit with detailed content	No of teaching-learning hours	Theory	Practical	Marks Weightage	
					INT (continuous evaluation)	EXT (end-sem)
1	Unit 1 Introduction to Graphic Design • Introduction of Unit, History of Graphic Design, Writing, Calligraphy, Graffiti, Emergence of the Print and Design Industry, Engraving, Etching, Heraldry, Logos and Trademarks, Pioneers of Modern Graphics and Graphic Design – Album Cover Art,	9		PR		

	Graphic Design – Movies, Elements of a Great Movie Poster Design, Graphic Design – Opening and Closing Credits, Graphic Design – Political Posters, Propaganda and Political Posters, Poster Art during the Inter-War Years, Placards and Posters, Indian Posters, Political Cartoons					
2	Unit 2 Typography: The Intangible Elements of Typography, Page Layout and the Grid, Type & Image, Light & Shade in Graphic Design, Impact of Type and Image on Each Other, The Union of Type and Image, The Concept of Light & Shade in Design, Using Light & Shade in Design: Source of Light, Gradients, Highlights, Basic Shadows, Advanced Shadows	9		PR		
3	Unit 3 Logo and Brands Graphic Design and Company Logos, Corporate Identity, The Logo, Different Logo Designs, Web 2.0 Logos, Psychedelic Backgrounds, Typographic Logo Designs, Pictogram Logos, Modernist Logos, Street Art Logos, Arabesque Logos, Geometrical Logos, Puzzle Patterns, Creativity in Logos, Redesigning of Logos, Bad Logos, Graphic Design and Corporate Identity, Letterheads, Business Cards, Websites, Characteristics of a good website, Use of Colors in Branding, Design Principles in Web Sites	9		PR		
4	Unit 4 Packaging:	9		PR		

	Packaging to Sell, Strategy in Packaging, Ideas in Package Designs, Package Design as the Product Identity, Graphic Design: Its Emotional Effects and Its Future, Emotional Effects of Graphic Design, Emotional Effects of Color, Emotional Effects of Shape					
5	Unit 5 Ways in which design affect emotions: Changing Scenario of the Graphic Design Industry, Technology and the Future of Graphic Design	9		PR		
Total Hours		45				
Text Books		1. The Elements of Graphic Design – Alex w. White 2. Thinking with Type - By Ellen Lupton 3. Interaction of Color - Josef Albers's				
Reference Books		1. Paul Rand: a designer's art 2. Type: A Visual History of Typefaces and Graphic Styles – Jan Tholenaar				

YEAR	1st year	
SEMESTER	2nd	
NAME OF COURSE	Self Defence-(Judo)(Pr)	
COURSE CODE	BSAV-24-207-A	
PAPER NO	IV	
MARKING SCHEME	End-Semester (EXT): 00	Continuous evaluation (INT):50
CREDITS	Total: 2	
	Theory :00	Practical :02
TEACHING HOURS	Theory: 00	Practical: 30

COURSE OBJECTIVES:

- To equip students, especially young adults, with the skills and confidence to protect themselves in threatening situations.

- To develop physical, mental, and emotional awareness of personal safety.
- To teach students basic self-defense techniques including blocks, escapes, and counterattacks.
- To foster a sense of self-discipline, alertness, and quick reflexes.
- To introduce the importance of situational awareness, legal rights, and responsible use of force.

COURSE OUTCOME:

The student will be able to

- Demonstrate practical self-defense techniques in controlled situations.
- Identify and assess unsafe situations and respond appropriately.
- Use verbal defense and body posture to deter aggression.
- Apply knowledge of legal rights and emergency tools responsibly.
- Foster self-confidence, discipline, and proactive behavior in daily life.

COURSE DETAILS:

Unit No	Title of unit with detailed content	No of teaching-learning hours	Theory	Practical	Marks Weightage	
					INT (continuous evaluation)	EXT (end- sem)
1	Unit 1: Introduction to Self Defense & Safety Awareness What is self-defense? Legal and ethical perspectives Risk awareness and body language Understanding threats in physical, digital, and social environments Confidence, boundary-setting, and verbal defense	5		PR		
2	Unit 2: Basic Techniques – Stances, Blocks, and Escapes Defensive stance and balance control Basic blocks: high, middle, and low Wrist and hand grabs: escape techniques Clothing grab, chokehold, hair-pull escape techniques	8		PR		
3	Unit 3: Counterattacks and Strikes	8		PR		

	Palm strikes, elbow strikes, knee strikes Target areas: eyes, nose, chin, groin, shins Kicks: front kick, low roundhouse, knee thrust Practicing combinations with a partner or dummy					
4	Unit 4: Scenario-Based Drills Street harassment scenarios Elevator, staircase, corridor escapes Defense in confined spaces Using bags, keys, books as improvised tools	4		PR		
5	Unit 5: Emergency Response and Legal Awareness Emergency help: how to call for help Indian laws related to self-defense (IPC Sec. 96–106) Role of police, reporting procedure Self-defense apps and helpline awareness	5		PR		
Total Hours		30				
Text Books		5. Digital Photography Step by Step by Tom, Ang - Penguin (1 June 2011) 6. The Complete Digital SLR Handbook: Master Your Camera to Take Pictures Like a Pro [With CDROM - COMP DIGITAL SLR HANDBK PhotoPlus Magazine Fox Chapel Pub Co Inc; Pap/Cdr edition (1 June 2012)Flipbooks to Flash – MaureFurniss 2008				
Reference Books		3. Scott Kelby's Digital Photography Boxed Set, Parts 1, 2, 3, and 4 - Scott Kelby, Peachpit Press; Box edition (14 August 2014)				