

SWAMI VIVEKANAND UNIVERSITY, SAGAR (M.P.)



SYLLABUS

For

B.Sc Animation

CourseCode:BSCAN

Department of Animation

Faculty of Animation & Multimedia

Duration of Course : 3 Year

Examination Mode : Yearly

Examination System : Non-Grading

Swami Vivekanand University, Sironja Sagar (M.P.)

2017-18



Swami Vivekanand University, Sagar (M.P.)



Department of Higher Education Govt. Of M.P.
Under Graduate year wise syllabus
As recommended by central board of studies and approved by
The governor of M.P.
उच्च शिक्षा विभाग, म.प्र. शासन
स्नातक कक्षाओं के लिये वार्षिक पद्धति अनुसार पाठ्यक्रम
केन्द्रीय अध्ययन मण्डल द्वारा अनुशंसित तथा म.प्र. के राज्यपाल द्वारा अनुमोदित
सत्र 2017-18

Class	:	B.A./B.Sc./B.Com./B.Sc. (Home Science)/BCA/B.A.(Mgt.)I Year
Subject	:	Foundation Course (आधार पाठ्यक्रम)
Paper	:	I
Title of Paper	:	हिन्दी भाषा और नैतिक मूल्य (Hindi Language & Moral Values)
Compulsory / Optional	:	Compulsory
Max. Marks	:	नियमित (Hindi Language = 25) + (Moral Values 05) + CCE 05 = 35 स्वाध्यायी = 35

Particulars / विवरण

Unit-I	हिन्दी भाषा 1. स्वतंत्रता पुकारती (कविता) – जयशंकर प्रसाद 2. पुष्प की अभिलाषा (कविता) – माखनलाल चतुर्वेदी 3. वाक्य संरचना और अशुद्धियां (संकलित)
Unit-II	हिन्दी भाषा 1. नमक का दरोगा (कहानी) – प्रेमचंद 2. एक थे राजा भोज (निबंध) – डॉ. त्रिभुवननाथ शुक्ल 3. पर्यायवाची, विलोम, एकार्थी, अनेकार्थी एवं शब्दयुग्म शब्द (संकलित)
Unit-III	हिन्दी भाषा 1. भगवान बुद्ध (निबंध) – स्वामी विवेकानंद 2. लोकतंत्र एक धर्म है (निबंध) – डॉ. सर्वपल्ली राधाकृष्णन 3. नहीं रुकती है नदी – हीरालाल बाछोतिया 4. पल्लवन
Unit-IV	हिन्दी भाषा 1. अफसर (निबंध) – शरद जोशी 2. हमारी सांस्कृतिक एकता (निबंध) – रामधारी सिंह दिनकर (एक भारत श्रेष्ठ भारत के अन्तर्गत) 3. संक्षेपण (संकलित)
Unit-V	नैतिक मूल्य 1. नैतिक मूल्य परिचय एवं वर्गीकरण (आलेख) – डॉ. शशि राय 2. आचरण की सभ्यता (निबंध) – सरदार पूर्णसिंह 3. अंतर्ज्ञान और नैतिक जीवन (लेख) -- डॉ. सर्वपल्ली राधाकृष्णन 4. अप्प दीपो भव (लेख) – स्वामी श्रद्धानंद



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अंक विभाजन – नियमित विद्यार्थियों के लिए कुल 30 अंक
खण्ड-अ-प्रत्येक इकाई से एक वस्तुनिष्ठ प्रश्न $1 \times 5 = 5$
खण्ड-ब-इकाई एक से चार तक तीन लघु उत्तरीय प्रश्न
आन्तरिक विकल्प के साथ $3 \times 3 = 9$

खंड --स--इकाई दो से पांच तक चार दीर्घ उत्तरीय प्रश्न $4 \times 4 = 16$
आन्तरिक विकल्प के साथ
स्वाध्यायी विद्यार्थियों के लिए कुल 35 अंक

खण्ड – अ– प्रत्येक इकाई से एक वस्तुनिष्ठ प्रश्न $1 \times 5 = 5$
खण्ड – ब– इकाई एक से चार तक तीन लघु उत्तरीय प्रश्न...
आंतरिक विकल्प के साथ $3 \times 4 = 12$

खण्ड – स– इकाई दो से पांच तक चार दीर्घ उत्तरीय प्रश्न $4 \times 4 \frac{1}{2} = 18$
अतिरिक्त विकल्प के साथ

नोट – निर्धारित पाठ्यपुस्तक हिन्दी भाषा और नैतिक मूल्य मध्यप्रदेश हिन्दी ग्रंथ अकादमी भोपाल से प्रकाशित।



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Department of Higher Education, Govt. of M.P.

Syllabus for Under Graduate Annual Exam Pattern As recommended by Central Board of Studies and Approved by the Governor of M.P.

With effect from : 2017-18

Class	:	B.A./B.Sc/B.Com/B.Sc.(Home Science)/B.A.(Mgt.) BCA
Year	:	I
Subject	:	Foundation Course
Paper Name	:	English Language
Paper	:	II
Compulsory / Optional	:	Compulsory

Max. Marks : Marks : 30 + Internal assessment (5) = 35

Note : Max. Marks for private students shall be 35.

Particulars

UNIT - I

1. Where the mind is without fear : Rabindranath Tagore
2. The Hero: R.K. Narayan
3. Tryst with Destiny: Jawaharlal Nehru
4. Indian weavers: Sarojini Naidu
5. The portrait of a lady: Khushwant Singh
6. The Solitary Reaper: William Wordsworth

UNIT - II

Basic Language Skills: vocabulary, Synonyms, Antonyms, Word formation, Prefixes, Suffixes.

UNIT - III

Basic Language Skills: Uncountable nouns, verbs, tenses, adverbs.

UNIT - IV

Comprehension / Unseen Passage

UNIT - V

) Composition and Paragraph writing.



उच्च शिक्षा विभाग म0प्र0 शासन

स्नातक कक्षाओं के लिये वार्षिक पद्धति के अनुसार पाठ्यक्रम

केन्द्रीय अध्ययन मण्डल द्वारा अनुशंसित तथा मध्य प्रदेश के राज्यपाल द्वारा अनमोदित

कक्षा – बी. ए. / बी.कॉम. / बी.एस.सी. / बी. एस .सी . (गृह विज्ञान) प्रथम वर्ष हेतु

सत्र – 2017-18 से लागू

विषय – आधार पाठ्यक्रम

प्रश्नपत्र-तृतीय – उद्यमिता विकास

इकाई 1 – उद्यमिता विकास – अवधारणायें एवं महत्व , उद्यमी के कार्य , लक्ष्य निर्धारण, समस्या चुनौतियों एवं समाधान ।

इकाई – 2 परियोजना प्रस्ताव – आवश्यकता एवं उद्देश्य- संगठन का स्वरूप , उत्पादन प्रबंधन , वित्तीय प्रबंधन , विपणन एवं उपभोक्ता प्रबंधन ।

इकाई –3 उद्यमिता हेतु नियामक संस्थाओं की भूमिका । विकासात्मक संस्थाओं की भूमिका , स्वरोजगार मूलक योजनायें, विभिन्न अनुदान योजनायें ।

इकाई 4 परियोजना हेतु वित्तीय प्रबंधन- पूंजी अनुमान एवं व्यवस्था , लागत एवं मूल्य निर्धारण,लेखा-जोखा रखना ।

इकाई –5 पूंजी संबंधी समस्यायें, पंजीकरण संबंधी समस्यायें, प्रशासकीय समस्यायें एवं उपरोक्त समस्याओं का समाधान ।



Department of higher education govt. of M.P.

Under graduate year wise syllabus

As recommended by central board of studies and approved by the governor of M.P.

Class – B.A./B.Com./ B.Sc./ B.Sc.(Home Science) I Year

Subject – foundation Course

Session – 2017-18

Paper-3 Enterprenuership Development

Unit 1- Enterprenuership Development – Concept and importance , function of Enterprisar , Goal determination – Problems Challenges and solutions.

Unit -2 Project Proposal – need and Objects –Nature of organisation , Production Management, Financial Management , Marketing Management , Consumer Management .

Unit -3 Role of regulatory Institutions , Role of development Organisations , self employment oriented schems , Various growth Schemes .

Unit -4 Financial Managemet for Project –Financial institution and their role ,Capital estimation and arrangment,cost and price determination,accounting management

Unit -5 Problem of enterpreneour – Problem relating Capital, Problem relating Registration , administration problem and how to overcome from above problems .



Note:-

01 नियमित विद्यार्थियों के लिए 25 अंकों की सैद्धांतिक परीक्षा तथा 05 अंकों का आंतरिक मूल्यांकन होगा ।

02 स्वाध्यायी विद्यार्थियों के लिए 30 अंकों की सैद्धांतिक परीक्षा होगी ।

अंक विभाजन – नियमित विद्यार्थियों के लिए कुल 25 अंक

खण्ड --अ-- प्रत्येक इकाई से एक वस्तुनिष्ठ प्रश्न $\frac{1}{2} \times 5 = 2.5$

प्रत्येक इकाई से, एक लघु उत्तरीय प्रश्न.....आंतरिक विकल्प के साथ $1.5 \times 5 = 7.5$

खंड --स-- प्रत्येक इकाई से एक दीर्घ उत्तरीय ..प्रश्न..... $3 \times 5 = 15$

आंतरिक विकल्प के साथ

स्वाध्यायी विद्यार्थियों के लिए कुल 30 अंक

खण्ड --अ-- प्रत्येक इकाई से एक वस्तुनिष्ठ प्रश्न .. $1 \times 5 = 5$

खंड 'ब-- प्रत्येक इकाई से एक लघु उत्तरीय प्रश्न.....आंतरिक विकल्प के साथ $2 \times 5 = 10$

खंड --स-- प्रत्येक इकाई से एक दीर्घ उत्तरीय ..प्रश्न..... $3 \times 5 = 15$

आंतरिक विकल्प के साथ

Marks distribution for paper setters:		for Regular students	for private students
Section A :	Objective type	$\frac{1}{2} \times 5 = 2.5$	$1 \times 5 = 5$
Section B :	Short Answer Type	$1 \frac{1}{2} \times 5 = 7.5$	$2 \times 5 = 10$
Section C :	Long Answer Type	$3 \times 5 = 15$	$3 \times 5 = 15$
	Total	25	30



Graphic Design (Basic Sketching, Illustration & Image Editing)- BSCAN 104

UNIT – I

Drawing Lectures on Artist i.e. the use of Chiaroscuro, Dynamic Line Quality, and Visual Literacy. Isometric scaling i.e. Proportional Weight, Science and Surface, and Emotional Distance. The Basics of traditional 2D animation, Introduction to the skill required thereof, Beginning life drawing, Use of simple shapes. How to draw sketches with the help of basic shapes Learning to draw lines, circles, ovals, scribbles, jig jag (random) patterns etc. Background elements, trees, mountains, clouds, water bodies, meadows, perspective drawing Lights and shadows day night scenes. An intro on how to make drawings for animation, shapes and forms, About 2D and 3D drawings, Caricaturing-fundamentals, Exaggeration, Attitude, Silhouettes, Boundary breaking exercises and warm-ups.

UNIT – II

Introduction to CorelDraw: Getting Started with Corel Draw, work area and workspaces and tools. Opening files, importing art work, viewing art work, rulers and grids, Drawing and Coloring, Working with Text, Applying Effects, Working with Bitmap and Web Resources Drawing in CorelDraw, drawing lines and shapes, pencil tool, pen tool, editing drawing, tracing, symbols, coloring, applying colors, swatches, adjusting color and color settings.

UNIT – III

Understanding **Illustrator's** Desktop, Working with Illustrator Documents, Understanding Drawing and Painting Techniques, Learning How to Select and Edit, Creating Objects, Graphs, and Symbols, Understanding Color, Gradients, and Mesh, Using Illustrator to Organize Objects, Working with Type, Using Creative Strokes and Fill with Patterns, Applying Transformation and Distortions, Using Path Blends, Compound Paths, and Masks, Working with Graphics Styles and Effects, Creating 3D in Illustrator, Understanding PostScript and Printing, Creating Web Graphics.

UNIT – IV

Photoshop Guided Tour, Opening, Viewing, and Saving Files, Layers: The Key to Non Destructive Editing, Selections: Choose What to Edit, Controlling Color with Channels, Cropping, Resizing and Rotating, Combining Images, Draining, Changing, and Adding Color, Correcting Color and Lighting, Color Theory, Make a perfect cropping of some images using Photoshop, Prepare a cut-out of some images using Photoshop, Place nice background for those images, Prepare nice background using gradient tool, Scan various images, Color adjustment of those images . The Beauty Salon: Photoshopping People, Painting in Photoshop, Drawing with Vector Tools, Creating Artistic Text, The Wide World of Filters, Photoshop and print, Photoshop and the web, working with Smarter Action, Beyond Photohop: Plug-ins.

UNIT – V

Make Nature scene (winter) digital painting, Make Nature scene (summer) digital painting. Make digital painting (Use brush, pencil, smudge etc), Make something like modern art keeping in mind color combination, and make a collage of Indian art and culture. Make a collage of wildlife animals, Make a portrait of celebrity (Digital painting). Convert a B&W image into color (Use variation), "Choose a theme (Music, Festivals, Sports, Dance) and Design 5-8 graphics on them.", Color Modes, Color Corrections, Advanced color correction



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techniques (levels, Curves, Hue, Saturation etc), Design that Ad from your own style. Design motifs tribe art, Make an animal character, "Plan a story of that character & Make its backgrounds in three/four frames", Make posters on nature/earth, Matte Painting-Composition, Creating images for the web: Exporting images from Photoshop.

Text Books:

1. Experimental animation: an illustrated anthology Robert Russett and Cecile Starr.
2. The Everything Drawing Book: From Basic Shapes To People and Animals by Helen south
3. Adobe Illustrator CS5 Bible by Steve Johnson.
4. CorelDraw Book Steve Bain's
5. Photoshop CS5 Classroom in a Book (Author: Adobe Creative Team) Adobe Press.

Reference Books:

1. Visual art: a critical introduction by James Morton Carpenter (Harcourt Brace Jovanovich publishers)
2. Teach Yourself Visually - Adobe Photoshop CS5 by Mike Wooldridge (Wiley publishing).
3. Adobe Photoshop CS5 Bible by Steve Johnson.
4. Adobe Photoshop CS5 Bible by Lisa Danae Dayley & Brad Dayley.



Audio/Video and 2D Animation (Human Anatomy, Pre-Production, Audio Editing & Video Editing)- BSCAN 105

UNIT – I

HUMAN ANATOMY: Structure of man, proportion of body parts, drawing from basic form, Line of action, balance Rhythm, turnings, twisting , drawing plane surfaces, torso, face, eyes, nose, ears, mouth, hand and feet. **FEMALE ANATOMY:** Proportion and construction of female body, twisting of female body, chest, torso, face, parts of face, hands, hands in action, feet and gestures, curves, curls, rhythm and twist. **CHILD ANATOMY:** Understanding child's figure, proportion and construction of child body, face, chubbiness, hand, feet and gestures.

ANIMAL ANATOMY: Animals from basic forms, understanding motion and grace of animals, turning animals to character, face, legs, tails, perspectives. **CARTOON ANATOMY:** Understanding cartoon characters, drawing from basic shapes, line of action, distortion of proportion, cartoon faces, eyes, mouths, hairs, nose, hands, feet, gestures and poses.

UNIT – II

Introduction to Pre Production, Define your audience, Define your message, Write and revise a script, Include greetings and sign-offs, Use your first eight seconds to qualify, Determine your ideal video length, Be transparent and authentic, Take your time storyboarding(shot breakdowns, camera angles, creating storyboard for the story with film grammar principles.) Introductions to cameras, Kinds of shots, Camera angles, movement of the camera pans, Tilts, Truck in and Truck outs". Visual continuity, Timing the story board, studio versus location, call sheet.

UNIT – III

Introduction to Adobe Audition: Manipulating audio: Auto trim/crop, mute, DC offset, resample, reverse,smooth/enhance, Fade in/out, insert silence, bit depth converter etc, Understanding various digital audio formats like .WAV, .AIFF, .MP3, swf, WMA etc, Understand audio plug-in, importing and exporting into multiple audio file formats like MP3, real audio, QuickTime formats, etc..Audio editing: workflow, real time editing, event based editing, waveform volume and pan envelopes, Edit, record, encode and master digital audio, editing audio by drag and drop options, cross fading audio tracks, balancing sound levels, creating smooth fades etc. Understanding Multichannel audio recording, synchronize audio and video. Understanding regions and play lists, editing of fields, name markers, loops, and regions, Timing basis: absolute frames, measures and beats, Time and frames. Audio effects like: Equalizer, Volume, chorus, distortion, Delay/echo, pitch, bend/shift, reverb, vibrato, normalize etc Insert track markers, adding multiple tracks, adjusting track time, musical instrument file processing.

UNIT – IV

Adobe Premiere: Introduction of workspace and pane in premiere, what is an editing? Types of editing i.e. offline editing and online editing, editing formats, New Project window, audio and video formats, use of capture card, new sequence window, Meaning of HD , PAL and NTSC, Introduction of Post production, Sound, Lyrical editing, video effects, effect control, color mate, introduction of chroma,chroma editing,chroma cutting, Time square, explanation of Lens.

UNIT – V



Concept of non linear editing, the basics of editing: Overview, Importing and Exporting: various audio, video and graphics in various formats, Edit, manipulate and arrange these elements in visual timeline, understand all Tools of toolbox for editing clips. Titling and superimposing. Panels: Tools panel, Project, Monitors: Source and program, Timeline, Audio meters, Misc. Tasks and functions: Titles, Transitions, speed and duration, Effects, Key frames, Types of edit, Opacity, trimming, Adding Special effects like: Star trek transporter effect, Blur part of an image, Ghost effect, Highlight part of an image etc.

Text Books:

1. Human anatomy by-Victor Ferard
2. Figure drawing made easy by-Aditya Chari
3. How to Draw Comics the Marvel way by Stan Lee.
4. Art of drawing Human Body (Sterling).
5. Art of Animal study (Ken Hultgren).
6. The Sound Effects Bible: How to Create and Record Hollywood Style Sound Effects. Author: Ric Viers (Michael Wiese Productions).
7. Adobe Premiere Pro CS5 Classroom in a Book (Author: Adobe Creative Team) Adobe Press.

References:

1. Animal Anatomy for Artist (Eliot Gold finger).
2. Successful Drawing (Andrew Loomis).
3. The art of layout and storyboarding by Mark t byrne.
4. Setting Up Your Shots: Great Camera Moves Every Filmmaker Should Know by Jeremy Vineyard (Michael Wiese Productions).
5. Prepare to Board! Creating Story and Characters for Animated Features and Shorts by Nancy Beiman.
6. Timing for Animation by Tom Sito.
7. Film Editing: Great Cuts Every Filmmaker and Movie Lover Must. Know Author: Gael Chandler (Michael Wiese Productions).



Animation Techniques & 2D Animation with Flash - BSCAN 106

UNIT – I

PRINCIPLES OF ANIMATION

Human, animals and cartoons in perspective, Quick studies from real life, Quick sketches, Line of action, Poses and gestures. Caricaturing the Action. Thumbnails, Drama and psychological effect. Motion studies, drawing for motion. The body language, Re-defining the drawings. Introduction to animation production process. Basic principles in animation. Squash and Stretch, Anticipation, Staging. Straight ahead and pose to pose. Follow through and overlapping action. Slow in and slow out, Arcs, Secondary action. Timing, Exaggeration, Solid drawing, Appeal .Mass and weight, Character acting, Volume. Line of action, Path of action, Walk cycles of animal and human.

UNIT – II

ANIMATION TECHNIQUES

Key framing identifying keys in a scene, time measurement, timing and spacing, animation ladder, extreme and breakdown poses .Create inbetween, drawings and their cleanups. Special effects (smokes, fire, rainfall, cloth simulation, snow, water ripples, waves) Mass, weight, and force. Concept of straight forward and pose to pose, their advantage and disadvantages. line of action, path of action, Human walk cycle getting the weight, tempo, passing position double bounce, heel action, foot action, weight shift, belt line, arm movements, counter action sneak and tip top walks, runs, jumps, skip and leap, Animal walks. Acting for animation (Essential concept) facial expressions, changing expressions, personality. Communication by body language and gesture. Voice characterization, dialogue expression. Cinematography, camera handling.

UNIT – III

2D ANIMATION: FLASH (part-1)

Flash workflow & Workspace, Introduction to flash, Workspace overview, Customize the workshop using the stage and tools panel, Introduction to timeline, Using Flash panels, Property inspector Library panel, Movie explorer, History panel, Color panel, Working with Flash documents: Introduction to flash files, Create or open a document and set its properties, View a document when multiple documents are open. Working with project, importing art work into flash (working with PSD files-PSD file import preferences)".

UNIT – IV

2D ANIMATION: FLASH (part-2)

Adding media to library, Work with libraries and its items, working with timeline, working with scenes, Find and replace command, about templates, Drawing Basics: About vector and bitmap graphics, Flash drawing module, about overlapping shapes, Using flash drawing and painting tools: Draw with pencil tools, draw straight lines, Reshaping lines and shape outlines, snapping (object snapping, pixel snapping and snap alignment), working with color, strokes and fills.

UNIT – V

2D ANIMATION: FLASH (part-3)

Working with graphic objects: Selection objects, moving, copying and deleting objects, Arranging objects (Stack, Align,group, Break apart groups and objects) and Transforming object, Using symbols, instances and library assets: Symbols overview, Types of symbols



Create symbols, Convert animation on the stage into a movie clip, Duplicate symbols, Edit symbols, working with symbol instances. Creating animation: Animation basics, creating motion, creating key frames, Representations of animation in the timeline, Frame rates, Frame by frame animation, Onion skinning, Extend still images, Mask layers. Using timeline effects, Twinned Animation, Special effects, Filter: Animation filters, Create preset filter libraries, Blend modes in Flash, Working with text, working with Sound, Working with video.

Text Books:

1. Animators Survival Kit by RICHARD WILLIAMS (Faber & Faber).
2. The Animator's Workbook: Step-By-Step Techniques of Drawn Animation by Tony White.
3. Stop Motion: Craft Skills for Model Animation by Susannah Shaw (Focal Press)
4. The ADVANCED Art of Stop-Motion Animation by Ken A. Priebe (Course Technology PTR).
5. Animators Survival Kit by RICHARD WILLIAMS (Faber & Faber).
6. The Animator's Workbook: Step-By-Step Techniques of Drawn Animation by Tony White.
7. Art in motion: Animation Aesthetics by Maureen Furniss.
8. Acting for Animation: Ed Hooks
9. Adobe Flash Professional CS5 Classroom in a Book (Author: Adobe Creative Team) Adobe Press.
10. Flash + after effects by Chris Jackson (Focal press publication).

References:

1. Character Animation Crash Course! By Eric Goldberg.
2. Cartoon Animation (The Collector's Series) by Preston Blair.
3. Animation from Pencils to Pixels: Classical Technique by Tony White.
4. Flash character animation: applied studio techniques By Lee Purcell (Sams publishing).
5. Adobe Flash Catalyst CS5 Classroom in a Book (Author: Adobe Creative Team)



Practical Project – Short 2D movie- BSCAN 107

Introduction

The thirst for learning, upgrading technical skills and applying the concepts in real life environment at a fast pace is what the industry demands from IT professionals today. However busy work schedules, far-flung locations, and unavailability of convenient time-slots pose as major barriers when it comes to applying the concepts into realism. And hence the need to look out for alternative means of implementation in the form of ladder approach.

What Is Practical Project?

Project is a step by step learning environment that closely simulates the classroom and Lab based learning environment into actual implementation. It is a project implementation at your fingertips!! An electronic, live juncture on the machine that allows you to

- Practice step by step i.e. ladder approach.
- Build a larger more robust application.
- Usage of certain utilities in applications designed by user.
- Single program to unified code leading to a complete application.
- Learn implementation of concepts in a phased manner.
- Enhance skills and add value.
- Work on real life projects.
- Give a real life scenario and help to create applications more complicated and useful.
- Mentoring through email support.

Objectives of the project

The Objective of this program is to give a sample project to work. The objective is not to teach you the software's but to provide you with a real life scenario and help you to use the tools. You can revise the topics before you start with the project. These programs should be done in the Lab sessions with assistance of the faculty if required. It is very essential that a student has a clear understanding of the subject.

Problem Statement

Create an animated video based on the Short story given below:

Visual impact of the animation:

(Here we write a brief story for students in any topic.)

Note: Go through the each point carefully.

- a) Try to make the output with proper scene division, and with different camera views.
- b) It has to be 2D animation video.
- c) The video should have the voiceover and the same as subtitles.
- d) Use smart/clearly readable font types and colors.
- e) The video should also have the slides for developers name and roles.
- f) You need to write the entire making (from project planning to delivery) of the project in the documentation.
- g) The duration of the video would be sixty second (maximum).
- h) Try to displays facial expressions of the characters (in conversation or thinking/telling something to others) in close up view with proper scene division and facial expressions.

Deliverables

You need to submit the following Deliverables:

- A. Two CDs/DVDs:



Swami Vivekanand University, Sagar(M.P.)



1. The entire project in one CD/DVD. It should be a Video CD/DVD. Do not burn the Video as a Data CD/DVD.
 2. All the raw files used in the Project and soft copy of the documentation in another CD.
- B. Hardbound Documentation of the project.
- C. You need to follow all the under mentioned points.
1. Send us raw files in a CD / DVD. The CD must contain all the files (created using different software) used during the project. Stored the files in different media folder named / tagged properly.
 2. On top of the CD write the projects title and the participant's name, you can also put it in a designed CD cover (round).

Remember: Use CD Marker/Permanent Marker to write on top of CD's. Don't use ball pen or pencil to write anything on top of the CD; it may damage your CD.

Technology

Either or Combination of the Software mentioned below:

1. CorelDraw /Adobe Illustrator.
2. Adobe Photoshop.
3. Adobe Premiere
4. Adobe Audition
5. Adobe Flash



Basic of Animation Lab - BSCAN 108

OBJECTIVE:

The objective of the subject is to create vibrant and enthusiastic environment wherein students are guided through a multitude of experimental animation techniques to develop more diverse animation skills.

1. Flip Books :

Capture a series of images using your camera's continuous mode. Design your Flipbook , Printing the flipbook ,Lay out the Flipbook pages, Arrange the pictures, Holding the end of the stack.

2. Clay Animation:

Designing Characters with Wax and Oil Based Clay

3. Stop Motion Animation : using characters in stop motion animation.

4. Set Designing:

Experimental Work with different mediums like sand, stones, grass, hard board, pen and Ink , water colors,poster colours, dry brush etc.

5. Cut Out Animation: Making Cut Outs and capturing the images.

6. Role of Puppets in Animation . ALICE Software Tool, GIF Builder, Microsoft GIF Animator, Windows Movie Maker.



Fundamental of Preproduction - BSCAN 109

OBJECTIVE:

This course introduces the basic knowledge of pre-production techniques related films and animations. Also it covers the script writing and story boarding techniques.

UNIT – I

STORY TELLING

1. Introduction to Drawing:

How to Draw, How to choose Pencil, How to Improve your Designing skills, How to ink a Drawing, How to Sketch.

UNIT – II

2. CONCEPT DESIGN:

Focus area foundation, developing concept, cartoon animation writing and storytelling. Sources of story line, adaption, structure of story, writing the story line from classical animation.

UNIT – III

3. STORY BOARD:

Importance of story board, definition, advantage, different types of story boards, paper storyboard and screen storyboard.

4. Elements of storyboard, types of storyboards:

Linear story board, non-linear storyboard, Hierarchical storyboard, graphical storyboard and hand drawn story board.

5. Storyboarding movements, storyboarding without sketching, multimedia development process, create a storyboard and finally prepare an animatic.

UNIT – IV

SCRIPTWRITING

1. Story, elements of story, expansion, dialogues interaction through dialogue, script and its elements, theme, genre of script. Basic of script writing, basic building blocks.

2. The three act structure, beginning, middle and end. Script writing formats, physical format, Dialogue and description Imagery, Character, Plot.

3. Modern ways to write Script, Quick methods to produce fast scrip, writing scripts, with soft ware, advantage of script writing with software's. Storyboarding (in brief).

UNIT – V

4. Scriptwriting for cartoon movies and its storyboard, Script for dramatic and emotional story and its storyboard.

5. Script for mythological movie and its story board, Script writing for comedy movie and its storyboard.

Text Books-

1. J. Michael Straszynski, "The Complete Book of Scriptwriting", Synthetic World Ltd. Publication.
2. Dwhite V. Swain and Joye R. Swain, "Film Scriptwriting- A practical Mannual".
3. Syd Field, "Screenplay: Foundation of Screenwriting".

SWAMI VIVEKANAND UNIVERSITY, SAGAR (M.P.)



SYLLABUS

B.Sc Animation

CourseCode:BSCAN

Department of Animation

Faculty of Animation & Multimedia

Duration of Course : 3 Year

Examination Mode : Yearly

Examination System : Non-Grading

Swami Vivekanand University, Sironja Sagar (M.P.)

2018-2019



Swami Vivekanand University, Sagar (M.P.)



Department of Higher Education Govt. Of M.P.

Under Graduate year wise syllabus

As recommended by central board of studies and approved by

The governor of M.P.

उच्च शिक्षा विभाग, म.प्र. शासन

स्नातक कक्षाओं के लिये वार्षिक पद्धति अनुसार पाठ्यक्रम

केन्द्रीय अध्ययन मण्डल द्वारा अनुशंसित तथा म.प्र. के राज्यपाल द्वारा अनुमोदित

सत्र 2018-19

Class	:	B.A./B.Sc./B.Com./B.Sc. (Home Science)/BCA/B.A.(Mgt.)II Year
Subject	:	Foundation Course (आधार पाठ्यक्रम)
Paper	:	I
Title of Paper	:	हिन्दी भाषा और नैतिक मूल्य (Hindi Language & Moral Values)
Compulsory / Optional	:	Compulsory
Max. Marks	:	नियमित (Hindi Language = 25) + (Moral Values 05) + CCE 05 = 35
		स्वाध्यायी = 35

Particulars / विवरण

Unit-I	हिन्दी भाषा 1. वह तोड़ती पत्थर (कविता) – सूर्यकांत त्रिपाठी निराला 2. दिमागी गुलामी (निबंध) – राहुल सांकृत्यायन 3. वर्ण – विचार (स्वर-व्यंजन, वर्गीकरण, उच्चारण स्थान)
Unit-II	हिन्दी भाषा 1. नारीत्व का अभिशाप (निबंध) – महादेवी वर्मा 2. चीफ की दावत (कहानी) – भीष्म साहनी 3. विराम चिन्ह – (संकलित)
Unit-III	हिन्दी भाषा 1. चली फगुनाहट बौरे आम (ललित निबंध) – विवेकी राय 2. इन्द्रधनुष का रहस्य (वैज्ञानिक लेख) – डॉ. कपूरमल जैन 3. संधि (संकलित)
Unit-IV	हिन्दी भाषा 1. सपनों की उड़ान (प्रेरक निबंध) – ए.पी.जे. अब्दुल कलाम 2. हमारा सौर मण्डल (संकलित) 3. प्रमुख वैज्ञानिक आविष्कार (संकलित) 4. समास (संकलित)
Unit-V	नैतिक मूल्य 1. शिकागो व्याख्यान (व्याख्यान) – स्वामी विवेकानंद 2. धर्म और राष्ट्रवाद – (लेख) महर्षि अरविन्द 3. सादगी (आत्मकथा) – महात्मा गाँधी 4. चित्त जहाँ भय शून्य (कविता) – रवीन्द्रनाथ टैगोर



अंक विभाजन - नियमित विद्यार्थियों के लिए कुल 30 अंक

खण्ड-अ-प्रत्येक इकाई से एक वस्तुनिष्ठ प्रश्न $1 \times 5 = 5$

खण्ड-ब-इकाई एक से चार तक तीन लघु उत्तरीय प्रश्न

आन्तरिक विकल्प के साथ $3 \times 3 = 9$

खंड --स--इकाई दो से पांच तक चार दीर्घ उत्तरीय प्रश्न ... $4 \times 4 = 16$

आन्तरिक विकल्प के साथ

स्वाध्यायी विद्यार्थियों के लिए कुल 35 अंक

खण्ड - अ- प्रत्येक इकाई से एक वस्तुनिष्ठ प्रश्न $1 \times 5 = 5$

खण्ड - ब- इकाई एक से चार तक तीन लघु उत्तरीय प्रश्न...

आंतरिक विकल्प के साथ $3 \times 4 = 12$

खण्ड - स- इकाई दो से पांच तक चार दीर्घ उत्तरीय प्रश्न $4 \times 4 \frac{1}{2} = 18$

अतिरिक्त विकल्प के साथ

नोट - निर्धारित पाठ्यपुस्तक हिन्दी भाषा और नैतिक मूल्य मध्यप्रदेश हिन्दी ग्रंथ अकादमी भोपाल से प्रकाशित।



Swami Vivekanand University, Sagar (M.P.)



Department of Higher Education, Govt. of M.P.

Syllabus for Under Graduate Annual Exam Pattern As recommended by Central Board of Studies and Approved by the Governor of M.P.

With effect from : 2018-19

Class	:	B.A./B.Sc/B.Com/B.Sc.(Home Science)/B.A.(Mgt.) BCA
Year	:	II
Subject	:	Foundation Course
Paper Name	:	English Language
Paper	:	II
Compulsory / Optional	:	Compulsory

Max. Marks : 30 + Internal assessment (5) = 35

Note : Max. Marks for private students shall be 35.

Particulars

UNIT - I

- 1 Tree : Tina Morris
- 2 Night of the Scorpion : Nissim Ezekiel
- 3 Idgah : Premchand (translated by Khushwant Singh)
- 4 Letter to God : G.L.Swanteh (translated by Donald A.Yates)
- 5 My Bank Account : Stephen Leacock
- 6 God sees the truth but waits: Leo Tolstoy

UNIT – II

Basic English Language : Idioms, Proverbs and Phrasal Verbs, Tenses, Prepositions, Determiners, Verbs, Articles, Nouns & Pronouns.

UNIT – III

1. Short Essay on given topics
2. Correspondence Skills (formal & Informal letters and Application)

UNIT – IV

Translation of sentences / passage English to Hindi and Hindi to English.

UNIT – V



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Department of Higher Education, Govt. of M. P.
Under Graduate Semester wise Syllabus
As recommended by Central Board of Studies and Approved by the
Governor of M. P.
Session 2018-19

उच्च शिक्षा विभाग, म. प्र. शासन
स्तातक कक्षाओं के लिये सेमेस्टर अनुसार पाठ्यक्रम
केन्द्रीय अध्ययन मण्डल द्वारा अनुशंसित तथा म. प्र. के राज्यपाल द्वारा अनुमोदित

कक्षा -बी.ए./बी.एस.सी./बी.काम/बी.एस.सी. (गृह विज्ञान) II Year
विषय - आधार पाठ्यक्रम
पेपर तृतीय- III - पर्यावरणीय अध्ययन

Max. Marks : theory 25+05 CCE

इकाई 1 पर्यावरण एवं पारिस्थितिकीय अध्ययन

- (क) परिभाषा एवं महत्व
- (ख) जनभागीदारी एवं जन जागरण
- (ग) पारिस्थितिकी- प्रस्तावना
- (घ) पारिस्थितिक तन्त्र- अवधारणा, घटक, संरचना तथा कार्यप्रणाली ऊर्जा का प्रवाह, खाद्य श्रृंखला, खाद्य जाल, पारिस्थितिक पिरामिड तथा प्रकार।

इकाई 2 पर्यावरणीय प्रदूषण तथा जनसंख्या

- (क) वायु, जल, ध्वनि, ताप एवं आणविक प्रदूषण- परिभाषा प्रदूषण के कारण प्रभाव एवं रोकथाम।
- (ख) जनसंख्या- वृद्धि, राष्ट्रों के बीच अन्तर।
- (ग) जनसंख्या- विस्फोट, परिवार कल्याण कार्यक्रम।
- (घ) पर्यावरण और मानव स्वास्थ्य।
- (ङ) स्वच्छता एवं घरेलू कचरे का निष्पादन।

इकाई 3 प्राकृतिक संसाधन, समस्याएँ तथा संरक्षण

- (क) जल संसाधन
- (ख) वन संसाधन
- (ग) भूमि संसाधन
- (घ) खाद्य संसाधन
- (ङ) ऊर्जा संसाधन



इकाई 4 जैव विविधता और उसका संरक्षण

- (क) प्रस्तावना: अनुवांषिक, जातीय तथा पारिस्थितिक विविधता
- (ख) जैव विविधता का मूल्य— उपभोग्य उपयोग,
3 उत्पादक उपयोग सामाजिक, नैतिक तथा सौन्दर्यगत मूल्य
- (ग) वृहत जैवविविधता केन्द्र के राष्ट्र रूप में भारत, राष्ट्रीय तथा स्थानीय स्तरों पर जैव विविधता।
- (घ) जैव विविधता के खतरे— आवासीय हानि, वन्य जीवन में अनाधिकार घुसपैठ तथा मानव वन्य जीवन—संघर्ष

इकाई 5 आपदा प्रबंधन तथा पर्यावरण संरक्षण कानून

- (क) आपदा प्रबंधन— बाढ़, भूकंप, चक्रवात एवं भूस्खलन
- (ख) वायु तथा जल प्रदूषण— संरक्षण कानून
- (ग) वन्य प्राणी संरक्षण कानून
- (घ) पर्यावरण तथा स्वास्थ्य रक्षा में सूचना प्रौद्योगिकी की भूमिका।

संदर्भ पुस्तक— मध्यप्रदेश हिन्दी ग्रंथ अकादमी, भोपाल द्वारा प्रकाशित पुस्तक।

अंक विभाजन – नियमित विद्यार्थियों के लिए कुल 25 अंक

- खण्ड अ – प्रत्येक इकाई से एक वस्तुनिष्ठ प्रश्न $\frac{1}{2} \times 5 = 2.5$
- खण्ड ब – प्रत्येक इकाई से एक लघु उत्तरीय प्रश्न – आंतरिक विकल्प के साथ $1.5 \times 5 = 7.5$
- खण्ड स— प्रत्येक इकाई से एक दीर्घ उत्तरीय प्रश्न $3 \times 5 = 15$
आंतरिक विकल्प के साथ

स्वाध्यायी विद्यार्थियों के लिए कुल 30 अंक

- खण्ड अ – प्रत्येक इकाई से एक वस्तुनिष्ठ प्रश्न $1 \times 5 = 5$
- खण्ड ब -- प्रत्येक इकाई से एक लघु उत्तरीय प्रश्न – आंतरिक विकल्प के साथ $2 \times 5 = 10$
- खण्ड स— प्रत्येक इकाई से एक दीर्घ उत्तरीय प्रश्न $3 \times 5 = 15$
आंतरिक विकल्प के साथ



Swami Vivekanand University, Sagar (M.P.)



Department of Higher Education, Govt. of M. P.
Under Graduate Semester wise Syllabus
As recommended by Central Board of Studies and Approved by HE the
Governor of M. P.
With effect from : 2018-19

Class : B.A./B.Sc./B.Com./B.Sc. (Home Science)/B.A. (Mgt.)/BCA
Year : II
Subject : Foundation Course
Paper Title : Paper III : Environmental Studies

Max. Marks : 25+05 CCE

Unit I Study of Environment and Ecology

- (a) Definition and importance.
- (b) Public participation and public awareness.
- (c) Ecology – Introduction
- (d) Ecosystem – Concepts, components, structure & function, energy flow, food chain, food web, ecological pyramids and types.

Unit II Environmental Pollution and Population

- (a) Air, water, noise, heat and nuclear pollution -- definition, causes, effect and prevention of pollution.
- (b) Population growth, disparities between countries.
- (c) Population explosion, family welfare programme.
- (d) Environment and human health.
- (e) Cleanliness and disposal of domestic waste.

Unit III Natural resources, Problems and Conservation

- (a) Water resources
- (b) Forest resources
- (c) Land resources
- (d) Food resources
- (e) Energy resources

Unit IV Bio-diversity and its Protection

- (a) Introduction-Genetic, species and ecosystem diversity.
- (b) Value of bio-diversity- Consumable use: Productive use. Social, Moral and Aesthetic values.
- (c) India as a nation of mega bio-diversity centre, bio-diversity at national and local levels.
- (d) Threats to bio-diversity – Loss of habitat, poaching of wildlife, man and wildlife conflicts.



Unit V Disaster Management and Environmental laws

- (a) Disaster Management- flood, earthquake, cyclones and landslides.
- (b) Conservation of laws for air and water pollution.
- (c) Wildlife conservation laws.
- (d) Role of information technology in protecting environment and health.

Marks distribution for paper setters:	for Regular students	for Private students
Section A: Objective type	$\frac{1}{2} \times 5 = 2.5$	$1 \times 5 = 5$
Section B: Short Answer type	$1 \frac{1}{2} \times 5 = 7.5$	$2 \times 5 = 10$
Section C: Long Answer type	$3 \times 5 = 15$	$3 \times 5 = 15$
Total	25	30



3D MAX Basics of 3d Modeling, Texturing - BSCAN 204

UNIT – I

Interface of 3DS max, Understanding of User Interface Understanding the concept of view ports Algorithmic,orthographic , Aligning object in the each view port in X, Y, Z axis, Hot keys, User defined hot keys, Using themenus, Floating and docking. Command panel, customizing the interface, Understanding of types of modeling Nurbs ,Polygon, Patch Using drag and drop feature, Introduction to different workspaces, "Geometry, Sub objects, Extruding, Welding, bridging etc, Recognizing the workspaces "Top Menu Bar .

UNIT – II

Introduction to standard and extended primitives. "Introduction to creating complex objects with Standard and extended primitives", Understanding the spline tools. Introduction to poly tools. Using modifier stack, navigating the modifier stack, File navigation, Introduction to Connection (Hierarchy, Group, and Link)Working on compound object ,Loft, Pro-boolean Pro Cutter .

UNIT – III

Introduction to the 3d Poly Modeling scene design, proportion making , props creation "Introduction to modifiers and modifier gizmos, Familiarity with Modifiers like Bend, edit poly, X form, wave, lathe symmetry etc

UNIT – IV

Advanced 3DS Max, Modeling objects with lathe, loft, extrude etc, Creating 3D objects from 2D spline shapes,Characters , Architectural Design , 3D Logos , Product modeling With Help Of Modifiers,

UNIT – V

Introduction to Materials , with Knowledge of Shaders & Texture Types Of Shader Anisotropy,Bline,Phong etc. Shader For Glass Materials , Metal ,Wax, Liquid,etc. Basic Texture Map Bump, Alpha, Reflection, Displacement, Specular, Understanding of UVW Mapping , Understanding of Unwrap UVW Map Painting maps in Photoshop Creating Maps In Photoshop.
Text Books Autodesk 3ds Max Bible



3D MAX Basics of 3d Lighting+ V ray, Camera Animation, Rendering- BSCAN 205

UNIT – I

Introduction of Lights. Types of lights default light , 3point light setup Light Parameter settings
Moods of Light Scene Light, Character Light.

UNIT – II

Mental Ray Rendering Engine IBL (image base light) Global Illumination, Final Gather Photons
Calculation, Caustics Mental Ray Material Library Mental ray shaders
Day Light System

UNIT – III

V Ray Intro types of V Ray light Vray Sun Photo metric Light Uses of IES light V ray Setting
V Ray physical Camera setting Day light in V ray Night light V ray

UNIT – IV

Animation Intro how to animate in 3d max. Constrains Animation in Modifier, Materials, Lights,
camera, characters, Create Logo Animation & product demonstration Render Setup how to render
animation sequence formats Dope sheet curve editor track view

UNIT – V

Introduction of motion graphics n fx lens effects glow effects volume light Text Books Autodesk
3ds Max Bible



DIGITAL COMPOSITING - BSCAN 206

UNIT – I

Introduction digital compositing Concepts for Broadcast animation for logos, channel IDs and montages, Multi-layer compositing, Special effects, Super imposition and titling, Exporting various file formats outputs

as per the end user requirements. how to compose videos and super impose video on video types of digital

comp CG to CG ,CG to Live , Live to CG, Live to Live.

UNIT – II

Introduction to batch render & work group, Adding cameras & lights to a simple scene to make a complex

compositing, Adding 2D back ground and elements into a 3D character layers, Creating object, material IDs

for further adding special effects, Effects for digital video 2D layers and 3D layers for more effective outputs,

adding particle effects into a scene. Shape Layers Null Object Pre comps Nesting Layers

UNIT – III

Introduction to color character and keying, "Editing the real time video with CG based scene and merging both

of them to create a final output, Exporting various file format, output as per the end user requirements. Why

blue or Green color is used in chroma as a BG

UNIT – IV

Introduction to the batch rendering and work groups, Introduction to the concepts of editing in terms of compositing, Adding special effects in built in compositing software to make a simple shot into a perfect output.

UNIT – V

Chroma keying, Luma key, Blue screen, Key frame text & layer animation & 3D particles, Effects etc. Color

correction, Introduction to 3D compositing concepts i.e. Layers and masking, Rot scoping, Rig removal, Morphing.

Text Books:

1. Creating motion graphics with after effects by Trish and Chris Meyer (Focal press).
2. Adobe after Effects CS5 Classroom in a Book (Author: Adobe Creative Team) Adobe Press.

References:

1. After Effects Apprentice, Second Edition [Paperback] Author: Chris and Trish Meyer (focal press.)
2. The After Effects Illusionist: All the Effects in One Complete Guide by Chad Perkins (Focal press.)



Practical Project – 3D Walk Through - BSCAN 207

Introduction

The thirst for learning, upgrading technical skills and applying the concepts in real life environment at a fast pace is what the industry demands from IT professionals today. However busy work schedules, far-flung locations, and unavailability of convenient time-slots pose as major barriers when it comes to applying the concepts into realism. And hence the need to look out for alternative means of implementation in the form of ladder approach.

What Is Practical Project?

Project is a step by step learning environment that closely simulates the classroom and Lab based learning

environment into actual implementation. It is a project implementation at your fingertips!! An electronic, live

juncture on the machine that allows you to

- Practice step by step i.e. ladder approach.
- Build a larger more robust application.
- Usage of certain utilities in applications designed by user.
- Single program to unified code leading to a complete application.
- Learn implementation of concepts in a phased manner.
- Enhance skills and add value.
- Work on real life projects.
- Give a real life scenario and help to create applications more complicated and useful.
- Mentoring through email support.

Objectives of the project

The Objective of this program is to give a sample project to work.

The objective is not to teach you the software's but to provide you with a real life scenario and help you to use the tools.

You can revise the topics before you start with the project.

These programs should be done in the Lab sessions with assistance of the faculty if required.

It is very essential that a student has a clear understanding of the subject.

Problem Statement

Create an animated video based on the Short story given below:

Visual impact of the animation:

(Here we create a walk over of a game scene, interior, a township.)

Note: Go through the each point carefully.

- i) Try to make the output with proper scene division, and with different camera views. It has to be 3D animation video with company logo animation
- j) The video should have the voiceover and sound effects.
- k) Use smart/clearly readable font types and colors.
- l) You need to write the entire making (from project planning to delivery) of the project in the documentation.
- m) The duration of the video would be sixty second (maximum).

Deliverables

You need to submit the following Deliverables:

D. Two CDs/DVDs:



1. The entire project in one CD/DVD. It should be a Video CD/DVD. Do not burn the Video as a Data CD/DVD.
2. All the raw files used in the Project and soft copy of the documentation in another CD.
- E. Hardbound Documentation of the project.
- F. You need to follow all the under mentioned points.
3. Send us raw files in a CD / DVD. The CD must contain all the files (created using different software) used during the project. Stored the files in different media folder named / tagged properly.
4. On top of the CD write the projects title and the participant's name, you can also put it in a designed CD cover (round).

Remember: Use CD Marker/Permanent Marker to write on top of CD's. Don't use ball pen or pencil to write anything on top of the CD; it may damage your CD.

Technology

Either or Combination of the Software mentioned below:

1. Autodesk 3Ds MAX
2. Adobe Photoshop.
3. Adobe Premiere
4. Adobe Audition
5. Adobe After Effects



Multimedia Technologies - BSCAN 208

OBJECTIVE:

This course will cover all the basic in the multimedia technologies with all phases like digital images, digital audio & video, compression & standards etc.

UNIT – I

1. Introduction: What is Multimedia? What is Design Processes, Hypertext, Links, Frames, Files, HTML, HGML, Morphing, Media Control interfaces.

UNIT – II

2. Text and Image: Introduction, Types of text, Font, insertion, compression, File formats. Types of images, color models, Basic steps for image processing, principle and working of scanner and digital camera, Gamma and gamma correction.

UNIT – III

3. Audio and Video technology: Fundamental characteristics of sound, psycho20 acoustics, Raster scanning principles, sensors for TV cameras, color fundamentals, additive and subtractive color mixing, Liquid crystal display (LCD), Plasma Display Panel (PDP), file formats , Video for Window, QuickTime

UNIT – IV

4. Compression and coding: What is compression? Need for compression, Types of compression basic compression techniques-run length, Huffman's coding, JPEG, zip coding, Overview of Image and Video compression techniques.

UNIT – V

5. Multimedia presentation and authoring: Overview, multimedia authoring metaphor, multimedia production, presentation and automatic authoring, Design paradigms and user interface, overview of tools like adobe premiere, director, flash and Dreamweaver.

Books:

Principles of Multimedia by Ranjan Parekh. Tata McGraw-Hill
Multimedia technologies by Ashok banerji

References:

1. Prabhat K. Andleigh and Kiran Thakrar, "Multimedia Systems Design", PHI publication
2. John F. Koegal Buford, "Multimedia systems", Pearson Education.
3. Ze-Nian Li and MS Drew, "Fundamentals of multimedia", PHI EEE edition.
4. A Banerji & A M Gosh, "Multimedia Technologies", Tata Mc Graw Hill.



Multimedia Networks - BSCAN 209

OBJECTIVE: This course provides knowledge about computer network related hardware and software using a layered architecture.

UNIT – I

1. Application Layer:

World Wide Web (WWW), Domain Name System (DNS), E-mail, File Transfer Protocol (FTP), Introduction to Network security, Electronic mail in the internet, DNS-The internet directory service, Peer to Peer Application

UNIT – II

2. Transport Layer:

Elements of transport protocols: addressing, connection establishment and release, flow control and buffering, multiplexing and de-multiplexing, crash recovery, introduction to TCP/UDP protocols and their comparison, Principle of Reliable data Transfer (Building a Reliable data Transfer protocol, Pipelined Reliable data transfer Protocol)

UNIT – III

3. Data Link Layer and Physical Layer:

Design issues, Framing, Error detection and correction codes: checksum, CRC, hamming code, Data link protocols for noisy and noiseless channels, Sliding Window Protocols: Stop & Wait ARQ Concept of Analog & Digital Signal, Bandwidth, Transmission Impairments: Attenuation, Distortion, Noise.

UNIT – IV

4. Introduction to Computer Networks and Network Layer:

Data Communication System and its components, Data Flow, Computer network and its goals, Types of computer networks: LAN, MAN, WAN, Wireless and wired networks, broadcast and point to point networks, Network topologies.

UNIT – V

5. Network software: concept of layers, protocols, interfaces and services, Introduction of forwarding and Routing, Routing Algorithms.

Suggested Readings/Books:

1. James F. Kurose and Keith W. Ross, “Computer Networks: A Top to Down Approach”, 6th Edition.
2. Larry L. Peterson and Bruce S, “Computer Networks: A System Approach”

SWAMI VIVEKANAND UNIVERSITY, SAGAR (M.P.)



SYLLABUS

For

B.Sc Animation

CourseCode:BSCAN

Department of Animation

Faculty of Animation & Multimedia

Duration of Course	:	3 Year
Examination Mode	:	Yearly
Examination System	:	Non-Grading

Swami Vivekanand University, Sironja Sagar (M.P.)
2019-2020



Swami Vivekanand University, Sagar (M.P.)



Department of Higher Education Govt. Of M.P.

Under Graduate year wise syllabus

As recommended by central board of studies and approved by
The governor of M.P.

उच्च शिक्षा विभाग, म.प्र. शासन

स्नातक कक्षाओं के लिये वार्षिक पद्धति अनुसार पाठ्यक्रम

केन्द्रीय अध्ययन मण्डल द्वारा अनुशसित तथा म.प्र. के राज्यपाल द्वारा अनुमोदित
सत्र 2019-20

Class : B.A./B.Sc./B.Com./B.Sc. (Home Science)/BCA/B.A.(Mgt.)III Year

Subject : Foundation Course (आधार पाठ्यक्रम)

Paper : I

Title of Paper : हिन्दी भाषा और नैतिक मूल्य (Hindi Language & Moral Values)

Compulsory / Optional : Compulsory

Max. Marks : नियमित (Hindi Language = 25) + (Moral Values 05) + CCE 05 = 35

स्वाध्यायी = 35

Particulars / विवरण

Unit-I	हिन्दी भाषा 1. मेरे सहायत्री (यात्रा वृत्तांत) – अमृतलाल बेगड 2. मध्यप्रदेश की लोक कलाएं (संकलित) 3. लोकोक्तियाँ एवं मुहावरे (संकलित)
Unit-II	हिन्दी भाषा 1. जनसंचार माध्यम (प्रिन्ट, इलै. एवं सोशल मीडिया) 2. टूटते हुए (एकांकी) – सुरेश शुक्ल चंद्र 3. संक्षिप्तियाँ
Unit-III	हिन्दी भाषा 1. पत्रकारिता के विभिन्न आयाम (संकलित) 2. मध्यप्रदेश का लोक साहित्य (संकलित) 3. पत्र लेखन – आवेदन, प्रारूपण, आदेश परिपत्र, ज्ञापन, अनुस्मारक (संकलित)
Unit-IV	हिन्दी भाषा 1. राजभाषा हिन्दी (संकलित) हिन्दी की संवैधानिक एवं व्यावहारिक स्थिति 2. दूरभाष और मोबाईल (संकलित) 3. हिन्दी की शब्द सम्पदा (संकलित) 4. अनुवाद : अर्थ प्रकार एवं अभ्यास
Unit-V	नैतिक मूल्य 1. विश्व के प्रमुख धर्म एवं महत्वपूर्ण विशेषताएं (हिन्दू धर्म, जैन धर्म, बौद्ध धर्म, सिक्ख धर्म, ईसाई धर्म, इस्लाम धर्म) 2. सत्य के साथ मेरे प्रयोग (महात्मा गाँधी की आत्म कथा का संक्षिप्त संस्करण)



अंक विभाजन –

नियमित विद्यार्थियों के लिए कुल 30 अंक

खण्ड-अ-प्रत्येक इकाई से एक वस्तुनिष्ठ प्रश्न $1 \times 5 = 5$

खण्ड-ब-इकाई एक से चार तक तीन लघु उत्तरीय प्रश्न

आन्तरिक विकल्प के साथ $3 \times 3 = 9$

खंड —स—इकाई दो से पांच तक चार दीर्घ उत्तरीय प्रश्न ... $4 \times 4 = 16$

आन्तरिक विकल्प के साथ

स्वाध्यायी विद्यार्थियों के लिए कुल 35 अंक

खण्ड – अ– प्रत्येक इकाई से एक वस्तुनिष्ठ प्रश्न $1 \times 5 = 5$

खण्ड – ब– इकाई एक से चार तक तीन लघु उत्तरीय प्रश्न...

आंतरिक विकल्प के साथ $3 \times 4 = 12$

खण्ड – स– इकाई दो से पांच तक चार दीर्घ उत्तरीय प्रश्न $4 \times 4 \frac{1}{2} = 18$

अतिरिक्त विकल्प के साथ

नोट – निर्धारित पाठ्यपुस्तक हिन्दी भाषा और नैतिक मूल्य मध्यप्रदेश हिन्दी ग्रंथ अकादमी भोपाल से प्रकाशित।



Swami Vivekanand University, Sagar (M.P.)



Department of Higher Education, Govt. of M.P.

Syllabus for Under Graduate Annual Exam Pattern As recommended by
Central Board of Studies and Approved by the Governor of M.P.

With effect from : 2019-20

Class	:	B.A./B.Sc/B.Com/B.Sc.(Home Science)/B.A.(Mgt.) BCA
Year	:	III
Subject	:	Foundation Course
Paper Name	:	English Language
Paper	:	II
Compulsory / Optional	:	Compulsory

Max. Marks : 30 + Internal assessment (5) = 35

Note : Max. Marks for private students shall be 35.

UNIT – I

1. Stopping by Woods on a Snowy Evening: Robert Frost.
2. Cherry Tree : Ruskin Bond
3. The Axe: R.K. Narayan
4. The Selfish Giant: Oscar Wilde
5. On the Rule of the Road: A.G. Gardiner
6. The song of Kabir: Translated by Tagore

UNIT – II

Basic Language Skills –

Transformation of sentences, Direct-Indirect Speech, Active-Passive Voice, Confusing words, Misused words, Similar words with different meaning.

UNIT – III

Report Writing, Narration Skills, Narration of events and situations.

UNIT - IV

Drafting of E-mails

UNIT – V

Drafting CV.

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Department of Higher Education, Govt. of M.P

Yearly syllabus for under Graduate classes

As recommended by central Board of Studies and

Approved by HE the Government of M.P.

With effect from: Session 2019-20

Class	-	बी.ए./बी.एस.सी./बी.काम./ बी.एस.सी. होम साइंस/बी.ए.(मेनेजमेंट)/ बी.सी.ए.
Year	-	तृतीय
Subject	-	आधार पाठ्यक्रम
Paper Title	-	कम्प्यूटर के मूल तत्व एवं सूचना प्रौद्योगिकी
Paper	-	III

इकाई-1 कम्प्यूटर का परिचय

कम्प्यूटर प्रणाली के मूल संगठन:- ब्लॉक आरेख एवं कार्य (केन्द्रीय प्रोसेसिंग इकाई, निवेशी/निर्गत इकाई, भण्डारण इकाई) अभिलक्षण ; क्षमताएँ एवं सीमाएँ।

कम्प्यूटर युक्तियों के प्रकार:- डेस्कटॉप, लैपटॉप एवं नोटबुक, स्मार्ट-फोन, टैबलेट पीसी, सर्वर, वर्कस्टेशन एवं इनके अभिलक्षण।

प्राथमिक स्मृति एवं उसके प्रकार:- RAM, ROM, कैश स्मृति।

निवेश युक्तियाँ:- कुंजीपटल, मॉउस, ट्रैकबाल, जॉयस्टिक, डिजीटाईजर अथवा ग्रफिक टैबलेट, स्कैनर, डिजिटल कैमरा, वेब कैमरा MICR, OCR, OMR, बारकोड रीडर, ध्वनि अभिज्ञान युक्तियों, लाइट-पेन एवं टच-स्क्रीन।

निर्गत युक्तियाँ:- प्रदर्शन युक्तियों (CRT, TFT, LCD, LED मल्टीमिडिया प्रोजेक्टर), विडियो मानक, VGA, SVGA, XGA आदि; आघात प्रिंटर(डिजीटल, डॉट-मैट्रिक एवं लाइन प्रिंटर); गैर आघात प्रिंटर(इंक्जेट, लेजर एवं थर्मल); प्लॉटर्स (ड्रम एवं फ्लैट-बेड); स्पीकर्स।

चुम्बकीय टेप कार्टिज टेप, डाटा ड्राइव, हार्डडिस्क ड्राइव(आंतरिक एवं बाह्य) फ्लॉपी डिस्क, CD, VCD, CD-R, CD-RW, जिप ड्राइव, DVD, DVD-RW, यूएसबी फ्लैश ड्राइव, ब्लू रे डिस्क, स्मृति कार्ड।

इकाई-II परिचालन प्रणाली

परिचालन प्रणाली के कार्य एवं प्रकार, आई-पैड एवं स्मार्ट -फोन के लिये प्रयुक्त परिचालन प्रणालियों से परिचय।

डॉस, विंडोज एवं लिनक्स परिचालन प्रणालियों का प्रारम्भिक ज्ञान।

डॉस के मूल तत्व: FAT, फाइल एवं डायरेक्ट्री संरचना एवं उनके नामकरण के नियम, बूटिंग प्रक्रिया, डॉस प्रणाली की फाइलें। डॉस के आंतरिक एवं वाह्य निर्देश।

विंडोज के मूल तत्व (केवल प्राथमिक जानकारी): विंडोज 7 एवं 8: डेस्कटॉप, कंट्रोल पैनल; फाइल एवं फोल्डर का नाम परिवर्तन, स्थानांतरण, प्रतिलिपिकरण और खोज; रीसायकिल बिन से फाइल एवं फोल्डर की पुनः प्राप्ति; शॉटकट बनाना, नेटवर्क कनेक्शन की स्थापना।

इकाई-III माइक्रोसाफ्ट वर्ड

वर्ड 2007 एवं आगामी संस्करणों द्वारा पाठ्य सामग्री का संपादन एवं फॉर्मेटिंग: टेम्पलेट द्वारा दस्तावेज बनाना, वर्ड फाइल को विभिन्न फॉर्मेटों में सुरक्षित(SAVE) करना, दस्तावेज का पूर्वावलोकन (preview), दस्तावेज को फाइल अथवा पेज पर मुद्रित करना; दस्तावेज का संरक्षण, चयनित पाठ्य सामग्री का संपादन; पाठ्य सामग्री को जोड़ना, हटाना एवं स्थानांतरित करना।

दस्तावेजों की फॉर्मेटिंग: पेज लेआउट, पैराग्राफ फॉर्मेट, पाठ्य सामग्री एवं पैराग्राफ का संरक्षण, बॉर्डर एवं शैडिंग हैडर एवं फुटर।



इकाई-IV- माईक्रोसॉफ्ट पॉवरपॉइंट और एक्सेल

- स्लाइड मास्टर और टेम्पलेट का उपयोग करते हुए विभिन्न थीम्स और वैरिएटस् में प्रस्तुति बनाना।
- स्लाइड के साथ कार्य करना: नई-स्लाइड बनाना, मूव करना, प्रतिलिपि बनाना, डिलीट करना डुप्लीकेट बनाना, स्लाइड ले-आउट, प्रेजेंटेशन व्यूज।
- फॉर्मेट मेनू: फॉन्ट, पैराग्राफ, ड्राइंग और संपादन।
- प्रस्तुति का मुद्रण: स्लाइड्स, नोट्स पेजेस, हैडआउट्स और रूपरेखा की प्रिंटिंग।
- विभिन्न फाइल स्वरूपों में प्रस्तुति का संरक्षण।
- स्लाइड शो को प्रस्तुत करना: सेटअप स्लाइड शो एवं रीहर्स-टाइमिंग।
- वर्कबुक और वर्कशीट के मूल तत्व: पंक्ति, स्तम्भ और सेल की अवधारणा; नई वर्कबुक को ब्लेक और टेम्पलेट की सहायता से बनाना।
- वर्कशीट में कार्य: वर्कशीट में डाटा (सामान्य, नंबर, करन्सी, डेट, टाइम, टेक्स्ट, एकाउंटिंग इत्यादि) प्रविष्ट करना; वर्कशीट का नाम बदलना, प्रतिलिपि बनाना, प्रविष्ट करना, हटाना तथा रक्षित करना।
- पंक्ति और स्तम्भ के साथ कार्य (डालना, हटाना, पेस्ट करना, आकार बदलना और छुपाना) सेल और सेल फॉर्मेटिंग, रेंज की अवधारणा।

इकाई-V- इंटरनेट एवं साइबर सुरक्षा

इंटरनेट-वर्ल्ड-वाइड-वेब, डायलअप कनेक्टिविटी, लीजड लाइन, व्हीसेट, ब्रॉडबैंड, वायफाई, यूआरएल, डोमेन, नेम वेब-ब्राउजर (इंटरनेट एक्सप्लोरर, फायरफॉक्स, गूगल क्रोम, ऑपेरा, यूसी ब्राउजर इत्यादि); सर्च इंजन (गूगल, बिंग Ask इत्यादि); वेबसाइट: स्थैतिक व गतिकीय; पोर्टल और वेबसाइट में अंतर।

इमेल: खाता खोलना, मेल को भेजना एवं प्राप्त करना, कॉन्टेक्ट्स एवं फोल्डर्स को मैनेज करना।

साइबर शिष्टाचार, सुरक्षा और गोपनीयता

इमेल, इंटरनेट एवं सोशल नेटवर्किंग शिष्टाचार।

वायरस और एंटीवायरस के प्रकार।

कम्प्यूटर सुरक्षा के मुद्दे और फायरवाल व एंटीवायरस के माध्यम से सुरक्षा।

सुरक्षित तरीके से ऑनलाइन लेन-देन का निष्पादन करना।

संदर्भ ग्रंथसूची:-

1. पी.सी. सॉफ्टवेयर फॉर विडोज - आर के टकसाली।
2. फन्डामेंटल ऑफ कम्प्यूटर्स - आर के सिन्हा।
3. कम्प्यूटर टुडे - सुरेश कुमार बसन्दा।
4. कम्प्यूटर्स फन्डामेंटल एंड आरकीटेक्चर -बी राम।
5. इंटरनेट सिकियोरटी-कैथ इनर हीमा, 2007
6. इंटरनेट सिकियोरटी सीकरेट्स- जॉन आर वैक्का, 2007

Marks distribution for paper setters:		for Regular students	for private students
Section A :	Objective type	$\frac{1}{2} \times 5 = 2.5$	$1 \times 5 = 5$
Section B :	Short Answer Type	$1 \frac{1}{2} \times 5 = 7.5$	$2 \times 5 = 10$
Section C :	Long Answer Type	$3 \times 5 = 15$	$3 \times 5 = 15$
	Total	25	30



Swami Vivekanand University, Sagar (M.P.)



Department of Higher Education, Govt. of M.P.

Yearly syllabus for Under Graduate classes

As recommended by Central Board of Studies and Approved by the Governor
of M.P.

With effect from : 2019-20

Class	:	B.A./B.Sc/B.Com/B.Sc.(Home Science)/B.A.(Mgt.) / BCA
Year	:	III
Subject	:	Foundation Course
Paper Name	:	Basics of Computer & Information Technology
Paper	:	III

Max. Marks : 25

UNIT I INTRODUCTION TO COMPUTER

BASIC Organization of Computer System : Block diagram & Functions (Central Processing Unit, Input/ Output Unit, Storage Unit); Characteristics; Capabilities & Limitations.

Types of Computing Devices : Desktop, Laptop & Notebook Smart-Phone, Tablet PC, Server, Workstation & their Characteristics.

Primary Memory & Their Types : RAM, ROM, PROM, EPROM, EEPROM,; Cache Memory.

PERIPHERAL DEVICES

Input Devices : Keyboard, Mouse, Trackball, Joystick, Digitizer or Graphic tablet, Scanners, Digital Camera, Web Camera, MICR, OCR, OMR, Bar-Code Reader, Voice Recognition device, Light pen & Touch Screen.

Output Devices : Display Devices (CRT, TFT, LCD, LED, Multimedia Projectors); Video Standard : VGA, SVGA, XGA etc. Impact Printers (Daisy Wheel , Dot Matrix & Line Printer); Non impact printer (Inkjet, Laser, Thermal);

STORAGE DEVICES

Magnetic Tape, Cartridge, Data Drives, Hard Disk Drives (Internal & External), Floppy Disks, CD, VCD, CD-RW, Zip Drive, DVD, DVD-RW, USB Flash Drive, Blue Ray Disc & Memory cards.

UNIT II OPERATING SYSTEM (OS)

DOS Basics : FAT, File & Directory Structure and naming rules, Booting process, DOS system files. Internal & External DOS commands.

Windows Basics (only elementary ides):

Windows 7 & 8: Desktop, Control Panel; saving, renaming, moving, copying and searching files & folders, restoring from recycle Bin. Creating shortcut, Establishing Network Connections.

UNIT III MS Word

Text Editing and formatting using Word 2007 & onwards versions: Creating documents using Template; Saving Word file in various file formats; Previewing documents, Printing document to file/page; Protecting document; Editing of selected text, Inserting, Deleting and Moving text.

Formatting documents: page Layout, Paragraph format, Aligning text and Paragraph, Borders and Shading, Headers and Footers.



Unit IV MS Power Point & MS Excel

- Creating presentation using slide master and template in various themes & variants.
- Working with slides: New slide, move, copy, delete, duplicate, slide layouts, presentation views.
- Format menu: Font, paragraph, drawing & Editing.
- Printing presentation: Print slides, notes, handouts and outlines.
- Saving presentation in different file formats.
- Workbook & Worksheet Fundamentals: Concept of Row, Column & Cell; Creating a new workbook through blank & template.
- Working with worksheet: Entering data into worksheet (General, Number, Currency, Date, Time, Text, Accounting, etc); Renaming, Copying, Inserting, deleting & protecting worksheet.
- Working with Row & Column (Inserting, deleting, Pasting, Resizing & Hiding), Cell & Cell formatting, Concept of range.

Unit – V : Internet and Cyber Security

- Internet: World wide Web, Dial up connectivity, leased line, VSAT, Broad Band, Wi-Fi, URL, Domain name, Web Browser (internet Explorer, Firefox, Google Chrome, Opera, UC Browser, etc.) Search Engine (Google, Bing, Ask, etc); Website: Static & Dynamic; Difference between Website & Portal.
- E-mail: Account opening. Sending & Receiving Mails, Managing Contacts & Folders.
- E-mail, Internet & Social Networking Ethics.
- Types of viruses & antivirus.
- Computer security issues & its protection through firewall & antivirus
- Making secured online transactions.

Text Books :

1. PC Software for Windows by R.K. Taxali
2. Fundamental of Computers by P.K. Sinha
3. Computer Today by Suresh K. Basandra
4. Computer fundamentals and Architecture by B.Ram
5. Internet Security by Kenneth Einar Himma, 2007
6. Internet Security Secrets by John R. Vacca, 2007

Marks distribution for paper setters:		for Regular students	for private students
Section A :	Objective type	$\frac{1}{2} \times 5 = 2.5$	$1 \times 5 = 5$
Section B :	Short Answer Type	$1 \frac{1}{2} \times 5 = 7.5$	$2 \times 5 = 10$
Section C :	Long Answer Type	$3 \times 5 = 15$	$3 \times 5 = 15$
	Total	25	30



MAYA - BSCAN 304

OBJECTIVE: To understand the history of world art and its movement that shaped humanity. A deeper appreciation for art and the benefits of artistic expression, this subject will guide students to the abundant resources focusing on art appreciation and art history.

THEORY

UNIT – I

Prehistoric Art: Paleolithic, Mesolithic, Neolithic

Ancient Near East: Mesopotamian, Sumerian, Akkadian, Neo-Sumerian, Babylonian, Assyrian, Neo-Babylonian, Persian. Egyptian Art: Old Kingdom, Middle Kingdom, New Kingdom.

UNIT – II

Greek Art: Minoan, Mycenaean, Greek Roman Art: Republican Rome, Imperial Rome Byzantine Art: Byzantine Art in Early Europe: Celtic, Iron-Age Europe

UNIT – III

Islamic Art: Islamic, Abbasid, Ghaznavids, Ayyubid, Fatimid, Nasrid, Mughal, Safavid, Ottoman
Early Medieval Art: Early Medieval, Romanesque
othic Art: Gothic Art, Manuscripts
Renaissance Art in Italy: Italo-Byzantine, Early Renaissance, High Renaissance

UNIT – IV

Renaissance Art Outside Italy: Northern Renaissance
Baroque Art: Baroque
18th-Century Art: Late Baroque, Rococo, Romanticism
19th-Century Art: Romanticism, Neo-Classicism, Realism, Pre-Raphaelites, Realism, Impressionism, Post-Impressionism, Neo-Impressionism, Pointillism, Symbolism, Art Nouveau

UNIT – V

20th-Century Art: Expressionism, Cubism, Futurism, Dada, Surrealism, Abstract Expressionism, Pop Art, Op Art, Minimalism, Performance Art, Environmental Art, Neo-Expressionism, Post-modernism.

References

A world history of Art (17th Edition) - Hugh Honour
Leonardo Da Vinci 2 Vol set
Michaelangelo Life and Work - Frank Zollner



Fashion Illustration & Presentation - BSCAN 305

UNIT – I

Introduction to the interface of Maya, Menu bar, Tool bar, Hot box, Using the shelf, hot keys. Using the spacebar, manipulating a view. Creating objects: Simple primitives, Lights, cameras.

UNIT – II

Selecting objects, types of selection, Single selection, adding and subtracting selection. Edit menu selection options, Marquee selection, Lasso selection, selection mask Using hyper shade, Relationship editor, hyper graph and outliner.

UNIT – III

The channel box, Duplicating objects, Pivot points, Introduction to snapping-2D snapping and 3D snapping, Using layers, Introduction to particles and materials, Rendering a still, rendering an AVI, Rendering an image sequence.

UNIT – IV

Introduction to Polygon Modelling, Nurbs Modelling, Modelling Props and sets (Locations), Modelling a high poly model, Technical issues related to managing high poly model.

UNIT – V

Managing the display of huge sets and models in the view port. Modelling the character using templates & view port references, "Optimizing the final model, refining the mesh, basic posture, Testing the model", Difference between hi-poly & low-poly characters.

Text Books:

1. Mastering Autodesk Maya 2011 by Eric Keller.
2. Introducing Maya 2011 by dariush derakhshani.



ADVANCED MAYA - BSCAN 306

UNIT – I

Introduction Character animation , 12 principal of animation creating Morph Targets creates facial expression animation with deformer bend, taper , twist ,etc.

UNIT – II

Introduction of paint effects, how to paint on objects, creating dynamics object with the help of paint effects like grass, shrubs, trees, etc.

UNIT – III

Strokes, lighting, shadows, transformation, working with alphas, texture concepts, texture inventory, understanding the texture palette, texture mapping, seamless textures, painting textures and materials.

UNIT – IV

Fluid effects , particles Dynamic objects Rigid Body, Soft Body , cloth simulation.

UNIT – V

nCloth , nParticles , Fur , Hair System Forces , Fields , Collided objects , Fracture
Text Books:

1. Mastering Autodesk Maya 2011 by Eric Keller.
2. Introducing Maya 2011 by dariush derakhshani.



Practical Project – Short 3D movie - BSCAN 307

Introduction

The thirst for learning, upgrading technical skills and applying the concepts in real life environment at a fast pace is what the industry demands from IT professionals today. However busy work schedules, farflung

locations, and unavailability of convenient time-slots pose as major barriers when it comes to applying the concepts into realism. And hence the need to look out for alternative means of implementation in the form of laddered approach.

What Is Practical Project?

Project is a step by step learning environment that closely simulates the classroom and Lab based learning

environment into actual implementation. It is a project implementation at your fingertips!! An electronic,

live juncture on the machine that allows you to

- Practice step by step i.e. laddered approach.
- Build a larger more robust application.
- Usage of certain utilities in applications designed by user.
- Single program to unified code leading to a complete application.
- Learn implementation of concepts in a phased manner.
- Enhance skills and add value.
- Work on real life projects.
- Give a real life scenario and help to create applications more complicated and useful.
- Mentoring through email support.

Objectives of the project

The Objective of this program is to give a sample project to work.

The objective is not to teach you the software's but to provide you with a real life scenario and help you to use the tools.

You can revise the topics before you start with the project.

These programs should be done in the Lab sessions with assistance of the faculty if required.

It is very essential that a student has a clear understanding of the subject.

Problem Statement

Create an animated video based on the Short story given below:

Visual impact of the animation:

(Here we write a brief story for students in any topic.)

Note: Go through the each point carefully.

- n) Try to make the output with proper scene division, and with different camera views.
- o) It has to be 3D animation video.
- p) The video should have the voiceover and the same as subtitles.
- q) Use smart/clearly readable font types and colors.
- r) The video should also have the slides for developers name and roles.
- s) You need to write the entire making (from project planning to delivery) of the project in the documentation.

t) The duration of the video would be sixty second (maximum).

- u) Try to displays facial expressions of the characters (in conversation or thinking/telling something to others) in close up view with proper scene division and facial expressions.



Deliverables

You need to submit the following Deliverables:

G. Two CDs/DVDs:

1. The entire project in one CD/DVD. It should be a Video CD/DVD. Do not burn the Video as a Data CD/DVD.
2. All the raw files used in the Project and soft copy of the documentation in another CD.

H. Hardbound Documentation of the project.

I. You need to follow all the under mentioned points.

5. Send us raw files in a CD / DVD. The CD must contain all the files (created using different software) used during the project. Stored the files in different media folder named / tagged properly.
6. On top of the CD write the projects title and the participant's name, you can also put it in a designed CD cover (round).

Remember: Use CD Marker/Permanent Marker to write on top of CD's. Don't use ball pen or pencil to write anything on top of the CD; it may damage your CD.

Technology

Either or Combination of the Software mentioned below:

6. Autodesk MAYA.
7. Adobe Photoshop.
8. Adobe Premiere
9. Adobe Audition
10. Adobe After Effects



Multimedia Devices - BSCAN 308

OBJECTIVE: To familiarize the students of all branches in engineering with different multimedia devices problem solving and programming. After the students have successfully completed the course, they shall have sufficient knowledge of the basic computer devices and various programming techniques.

UNIT – I

1. Introduction to computers:

What is a Computer, History of computer, Computer Generation; Types of computer, Main frame Supercomputers, Servers, and Mini Computers

UNIT – II

2. Basic Computer Application:

Input, Processing, Control, output, Storage, Block Diagram of Computer. Functional Units: ALU, CU, CPU. Memory System in a Computer: Secondary Memory & Primary Memory

UNIT – III

3. Software Applications:

Word Processing, Spreadsheets, HTML Editor, Desktop publishing. Types of Software: System software, Programming Software, Application Software, Types of Databases, Queries, Graphic Programs, Drawing Programs, Paint, Animation & Video Programs, Presentation Programs, Communication Programs.

UNIT – IV

4. Input to Computers:

Types of Input hardware.

Keyboard:

Types of Keyboard, keyboard layout, Key types. Pointing devices: Mouse, Trackball, Glide Pads, Light Pens, Touch Screens, Digitizers and Graphic Table
Game Devices, Point -of -Sale (Pos) Terminal

5. Multimedia Tools and its input Applications: What is Multimedia, Multimedia Tools, Elements of Multimedia, Sound Input.

Voice Input: Changing Voice to Data, Types of Voice Recognition Systems

Video Input, Data Automation, General Devices, Optical Character Recognition (OCR)

Software, Checking for Accuracy

UNIT – V

6. Output Devices: Forms of Output, Printer: Types of printer, Impact Printers, Non-Impact Printers.

Screen: CRT Screen, LCD Screen, Plasma Screen

7. Data Storage: Types of Magnetic Disks, Magnetic Tape, Optical Disks

8. Internet Basics: Introduction to the Internet, WWW.

Suggested Readings/ Books:

1. Robert Murphy, “Multimedia Devices”, Network Version.

2. Dick C. A. Bulterman, “Flexible Multimedia For Web, Mobile Devices”, Second Edition, Daisy Talking Books.



UNIT – I

1. Internet and WWW Introduction to internet and its applications, E-mail, Telnet, FTP, E-commerce, video conferencing, Internet service providers, domain name server, IP Addresses .World Wide Web and its evolution, uniform resource locator (URL), Internet address , HTTP protocol Comparisons of existing web browsers, Web server – Apache, IIS, proxy server.

UNIT – II

2. HTML and Graphics HTML Tag Reference, Global Attributes, Event Handlers Document Structure Tags - Formatting Tags, Text Level formatting, Block Level formatting, List Tags, Hyperlink tags, Table tags, Form Tags, Frame Tags, Executable content tags. Introduction to Image maps, Client-side Server-side .Usage. Alternative text for Image maps. Creating tables in HTML tables and their structure, The table tags, Alignment, Aligning Entire Table, Alignment within a row, Alignment within a cell, Attributes, Content Summary, Background Color, Adding a Caption, Setting the width, Adding a border, Spacing within a cell, Spacing between the cells, Spanning multiple rows or columns, Elements that can be placed in a table elements, Table Section and column properties, Application of table in 3D

UNIT – III

3. Frames

Introduction to Frames, Applications, Frames document, The <FRAMESET> tag, Nesting <FRAMESET> tag, Placing content in frames with the <FRAME> tag, Targeting named frames, Creating floating frames, Using Hidden frames

UNIT – IV

4. Forms

Creating Forms, The <FORM> tag, Named Input fields, The <INPUT> tag, Multiple lines text windows, Drop down and list boxes, Hidden, Text, Text Area, Password, File Upload, Button, Submit, Reset, Radio, Checkbox, Select, Option, Forms and Scripting, Action Buttons, Labelling input files, Grouping related fields, Disabled and read-only fields, Form field event handlers Passing form data.

UNIT – V

5. Style Sheets

Introduction to style sheets , Different approaches to style sheets, Using Multiple approaches, linking to style information in a separate file, setting up style information, Using the <LINK> tag, Embedded style information, Using <STYLE> tag, Inline style information.

6. XML

Introduction to XML, Anatomy of an XML document, Creating XML Documents, Creating XML, DTDs, XML Schemas, XSL

References:

1. Teach yourself web technologies part I & II- I. Bayross. BPB
2. Web Design in a Nutshell- J. Niederst, SPD
3. Java Server Programming- J2EE Edition – A Subramanyam, SPD
4. Step by Step XML- M. Young, PHI
5. Web Technologies By: Vision Publication Author: Poonam Ponde