



# **SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**

**(An Autonomous Institution)  
TVR NAGAR, ARUPPUKOTTAI ROAD, MADURAI – 625 022**



## **ANNUAL QUALITY ASSURANCE REPORT 2020 - 21**

### **Teaching Plan B.Com., (Honours)-(ACCA) Course Plan 2020 - 21**

**Subbalakshmi Lakshmipathy College of Science , Madurai**

**Department of Animation**

**Faculty Course Allocation Details**

**2020-21 ODD Semester Workload**

**1 Year (2020-23)**

S.No	Course Name	Course Code	Course Type (Theory / Practical)	Part	Core/ Elective/ Skill Based	Name of the Course Teacher
1	Tamil – I	20UT101	Theory	I	Language	Tamil Dept.
2	Hindi- I	20UH101	Theory	I	Language	Hindi Dept.
3	English – I	20UGE102	Theory	II	Language	English Dept.
4	Graphics Design - Theory	20AN103	Theory	III	Core	Mr.Kishore Kumar
5	Graphics Design - Practical	20AN104	Practical	III	Core	Mr.Chenthil Kumar
6	Digital Art and Design- Practical	20AN105	Practical	III	Core	Mr.Chenthil Kumar
7	Drawing Concepts - Practical	20AN106	Practical	III	Allied	Mr.Kishore Kumar
8	Roto & Stereo Paint - Practical	20AN107	Practical	IV	Skill Based	Mr.Purusothaman
9	Value education	20VE109	Theory	IV		Mr.M.Abdul Aziz Hakkim
10	Physical Education	20PE110		V	Extension Activity	Physical Education Dept.

  
HOD

  
Principal

## Subbalakshmi Lakshmipathy College of Science, Madurai

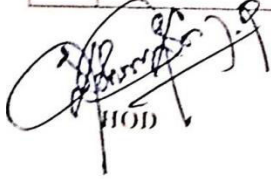
## Department of Animation

## Faculty Course Allocation Details

## 2020-21 ODD Semester Workload

## II Year (2019-22)

S.No	Course Name	Course Code	Course Type (Theory / Practical)	Part	Core/ Elective/ Skill Based	Name of the Course Teacher
1	Tamil – III	19UT301	Theory	I	Language	Tamil Dept.
2	Hindi – III	19UH301	Theory	I	Language	Hindi Dept.
3	English – III	19UGE302	Theory	II	Language	English Dept.
4	Basic 3D Concepts - Theory	19AN303	Theory	III	Core	Mr.Purusothaman
5	Advanced Cartoon Animation - Practical	19AN304	Practical	III	Core	Mr.M.Abdul Aziz Hakkim
6	Basic 3D Modeling - Practical	19AN305	Practical	III	Core	Mr.Purusothaman
7	Basic Texturing, Lighting & Rendering - Practical	19AN306	Practical	III	Core	Mr.Purusothaman
8	Gaming Techniques - Practical	19AN307	Practical	III	Allied	Mr.Chenthil Kumar
9	Videography - Practical	19AN308	Practical	III	Allied	Viscom Dpt
10	Basic Tamil- I / Advanced Tamil - I / Film Appreciation	19UBT309/19UAT310/ 19AN310	Theory	IV	NME	Mr.M.Abdul Aziz Hakkim
11	Creating 2D Show reel	19AN309	Practical	IV	Skill Based	Mr.Kishore Kumar

  
HOD

  
Principal

Subbalakshmi Lakshmipathy College of Science , Madurai

Department of Animation

Faculty Course Allocation Details

2020-21 ODD Semester Workload

III Year (2018-21)

S.No	Course Name	Course Code	Course Type (Theory / Practical)	Part	Core/ Elective/ Skill Based	Name of the Course Teacher
1	Maya Dynamics - Practical	18AN502	Practical	III	Core	Mr.Kishore Kumar
2	Video Editing Basics - Theory	18AN501	Theory	III	Core	Viscom Dept.
3	NLE - Non Linear Editing - Practical	18AN503	Practical	III	Core	Viscom Dept.
4	Compositing - Practical	18AN504	Practical	III	Core	Mr.Purusothaman
5	3D Animation - Practical	18AN505	Practical	III	Core	Mr.M.Abdul Aziz Hakkim
6	Film Appreciation and Creating Demo Reel - Practical	18AN506	Practical	IV	Skill Based	Mr.Kishore Kumar
7	CRT - Campus Recruitment Training -III English - Practical	18CRT509	Practical	IV	Skill Based	Language Dept.

  
HOD

  
Principal



## COURSE PLAN – 2020 – 21 (ODD SEMESTER)

<b>Name of the Programme :</b>	<b>All First Year ( Except F&amp;IS)</b>				
<b>Title of the Course :</b>	<b>TAMIL I</b>		<b>Course Code:</b>	<b>20UT101</b>	
<b>Year / Semester:</b>	<b>2020-2021/1</b>	<b>Section:</b>	<b>Total No. of Students:</b>		
<b>No.Of Credits:</b>	<b>3</b>		<b>Total no. of Contact hours:50</b>		

S. No	Topic	Reference / text Book Page No.	Teaching Aids	Mode of Delivery No. of Hours			Cummulative Hours
				L	T	P	
<b>Unit I</b>							
<b>1</b>	□□□□□□□□ - □□□□□□□□□□□□ □□□□□□□□□□ - □□□□□□□□□□□.	<b>R1-1,2/R2-154/R3-74</b>	<b>BB</b>	<b>2</b>	<b>2</b>		<b>4</b>
<b>2</b>	□□□□□□□□ □□□□□□ - □□□□□□ □□□□□. □□□□□□ □□□□□□ □□□□□□□□ □□□□□□ - □□□□□□□□□.	<b>R1- 5,6/ R3-50 /R4- 68</b>	<b>BB</b>	<b>2</b>	<b>2</b>		<b>4</b>
<b>3</b>	□□□□□□□□□ - □□□□□□□□ □□□□□□ □□□□□□□□.	<b>R1-6/ R5 - 1</b>	<b>BB</b>	<b>1</b>	<b>1</b>		<b>1</b>
<b>Unit II</b>							
<b>4</b>	□□□□ - □□□□□□□□ □□□□□□, □□□□□□.	<b>R1-7/R6 -13/48</b>		<b>1</b>	<b>1</b>		<b>2</b>

5	□□□□□□ □□□□□□ - □□□□□□□□□□ □□□□□□□□(□□□□□□ □□□□□□□□);).	R1-8/ R7-26	BB	1	1		2
6	□□.□□□□□□- □□□□□□□□□□□□ □□□□□ (□□□□□□□□□□ □□□□□□□□).	R1-10/ R8- 99	BB	1	1		2
7	□□□□□□□□□□-□□□□□□ □□□□□□□□□□□□ (□□□□□□□ □□□□□□□□ □□□□□□□□□□□□□□).	R1-8/ R9-121	BB	1	1		2
8	□□□□□□ □□□□□□□□- □□□□□□□□□□□□□□□□ □□□□□□ <b>10</b> □□□□□□ □□□□□□□□□□..	R1-20/ R10-38	BB	1	1		1
Unit III							
9	□□□□□□□□□□□□□□□□- □□□□□□□□□□□□□□□□.	R1-22/R11- 29	BB	1	1		2
10	□□□□□□□□□□□□- □□□□□□□□□□.	R1-41/R12-61	BB	1	1		2
11	□□□□□□-□□□□□□□□	R1-22/ R 13-47	BB	1	1		2
12	□□□.□□□□.□□□□□□□□□□- □□□□□□□□□□□□□□□□ □□□□□□□□□□□□.	R1-29/R12-92	BB	1	1		2
13	□□□□□□□□.□□□□□□□□□□ - □□□□□□□□□□.	R1-66/ R12 -60	BB / PPT	1	1		1
Unit IV							
14	செய்தல் □□□□□□□□□□□□, ல செய்தல் □□□□□□□□□□□□, ரு-டு □□□□□□□□□□□□.;	R1-76/R14- 236	BB	2	2		4

<b>15</b>	□□□□□□□□□□ □□□□□□□□□□ - □□□□□□□□□□ □□□□□□ □□□□□□□□, □□□□□□□□□ □□□□□ □□□□□□□□.	<b>R1-79/ R14 -264</b>	<b>BB</b>	<b>2</b>	<b>2</b>		<b>4</b>
<b>16</b>	□□□□□□□□□□ □□□□□□□□ - □□□□□□□□□□□□, □□□□□□□□□□□□□□, □□□□□□□□□□□□□□□□□□, □□□□□□□□, □□□□□□□□ □□□□□□□□ □□□□□□□□□ □□□□□□□□□□, □□□□□□□□□□□ □□□□□□□□	<b>R1-84/R14 -403</b>	<b>BB</b>	<b>1</b>	<b>1</b>		<b>1</b>
<b>Unit -V</b>							
<b>17</b>	□□□□□□□□□□□□□□□□□□ □□□□□□□□□□□ □□□□□□□□□□□□□□□□	<b>R1-91/R15-258</b>	<b>BB</b>	<b>1</b>	<b>1</b>		<b>2</b>
<b>18</b>	□□□□□□□□□□□□□□□□ □□□□□□□□□□□□□ □□□□□□□□□□□□□□□□	<b>R1-95/ R16-423</b>	<b>BB</b>	<b>1</b>	<b>1</b>		<b>2</b>
<b>19</b>	□□□□□□□□□□□□□□□□□□ (□□□□□□□□□□□□□□□□ □□□□□□□□).	<b>gilg;ghw;wy;</b>	<b>BB</b>	<b>3</b>	<b>3</b>		<b>5</b>

\* L - Lecture T - Tutorial (Problems / Example Programs / Revision Classes ) P - Practical

\* LCD / PPT / Black Board (BB) / Worksheet(WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open educational resources (OER) media that are freely accessible, Google tools like Drive (GRV) , Google Docs (GDo), and Google Slides(GS) and Whiteboards(WB),Wikipedia (W) any other tools may also be included.

[Mark the abbreviation in the teaching aids column]

## COURSE PLAN FOR CONTENT BEYOND SYLLABUS

Sl.NO	Module	Lecture	Planned Topics	Date	Time	Total No of Hours Allotted
1	1	Lecture1	□□□□□□□□□□□□□□ □□□□□□□□□□			
2		Lecture2	□□□□□□□□□□□□□□			
3	2	Lecture1	□□□□□□□□□□□□□□□□;			

<b>Gaps in the Syllabus –To meet Industrial Requirements</b>
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SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) /
				Hours beyond the Time Table (HB)
1	□□□□□□□□□□□□□□	Assignment		3
2	□□□□□□□□□□□□□□ □□□□□□□□□□□□□□	Seminar	3	
3	□□□□□□□□ □□□□□□□□□□ □□□□□□□□□□□□□□	Peer teaching	2	

**Resources [Citation style differs for each Programme, Kindly use the citation style (APA, MLA etc ) applicable for your domain. This has been advised by the University Nominees and Experts last time]**

**Reference Books**







	SLIP / CLASS TEST	Unit/Portion to be decided by the Course Teacher and the HoD	15%
	I INTERNAL	UNIT - I, II, V	50%
	II INTERNAL	UNIT - III, IV, V	50%
	Summative Examination	ALL FIVE UNITS	100%

#### ASSESSMENT METHODOLOGY – DIRECT

	Yes/No	Yes/No	Yes/No	Yes/No	Yes/No
<b>Internal Examination</b>	Yes	Yes	Yes	Yes	Yes
<b>Assignment</b>	Yes	Yes	Yes	Yes	Yes
<b>Slip Test / Class Test</b>	Yes	Yes	Yes	Yes	Yes
<b>Project</b>	No	No	No	No	No
<b>Summative Examination</b>	No	No	No	No	No

#### Assessment Indirect

	Yes/No	Yes/No	Yes/No
Assessment of Course Outcome by Student Feedback	Yes		
Feedback from Alumni	Yes		
Feedback from Educational Experts	Yes		
Feedback from Parents	Yes		

Designation	Prepared by		
	Name	Signature	Date
Course Coordinator /	Mrs.H.Geetha		

In-charge			
Course Coordinator / In-charge	<b>Ms.R.Sailakshmi</b>		
Module Coordinator ( One person who would coordinate all Courses in a Programme according to OBE )	<b>Mrs.N.Selvi</b>		

<b>Approved by</b>				
	<b>Name</b>	<b>Signature</b>	<b>Seal</b>	<b>Date</b>
<b>HoD</b>	<b>Mrs.N.Selvi</b>			
<b>Dean Academics</b>	<b>Dr.S.Priya</b>			
<b>Principal</b>	<b>Dr.R.Sujatha</b>			

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**

## COURSE PLAN – 2020 – 21 (ODD SEMESTER)

<b>Name of the Programme :</b>	<b>B.Sc Animation, Viscom, CS, Networking, Food Science &amp; Processing, Fire &amp; Industrial Safety and Marine Catering Hotel Management, B.Com B&amp;I, Honors and ACCA and B.B.A</b>		
<b>Course Name :</b>	<b>Hindi I</b>	<b>Course Code :</b>	<b>20UH101</b>
<b>Year / Semester</b>	<b>I / I</b>	<b>Section</b>	
<b>Total No. of Students</b>		<b>No. of Credits</b>	<b>3</b>
<b>Corresponding lab Paper</b>	<b>No</b>	<b>Total No. of Contact Hours</b>	<b>45</b>
<b>Course Teacher Name</b>	<b>Mrs.S.Neela</b>		

S. No	Topic	Reference / Text Book Page No.	Teaching Aids	Mode of Delivery			Cummulative Hours
				No. of Hours			
	<b>Unit I</b>						
				<b>L</b>	<b>T</b>	<b>P</b>	
1	पेशेवर – peshevar.	<b>R 1-4 / T1-79&amp;80</b>	BB	2	1		<b>9</b>
2	डाकू से महात्मा - dakoo say mahatma	<b>R 1-7 / T1 -87</b>	BB	2	1		
3	हमारा भारत - hmara bharath	<b>R 1-9 / T1-93</b>	BB	2	1		
	<b>Unit II</b>						

1	सौदागर और भालू – sowdagar aur baloo.	<b>R 1-11 / T2-104</b>	BB	2	1		<b>9</b>
2	लालची कुत्ता - Laalachi kutha.	<b>R 1-12/ T2-105</b>	BB	2	1		
3	दर्जी और हाथी - Dharji aur haathi	<b>R 1-13/ T2-116&amp;117</b>	BB	2	1		
<b>Unit III</b>							
1	सरल हिन्दी बोधिनी - दक्षिण -1 – pages 1 to 10. .	<b>R 1-14 to 30 / T3-5 to 32</b>	BB	2	1		<b>9</b>
2	लिंग बदलो	<b>R1-31</b>	BB	2	1		
3	वचन बदलो.	<b>R1-32</b>	BB	2	1		
<b>Unit IV</b>							
1	डाक्टर और मरीज़ - Doctor and a patient.	<b>R 1-33 / T4-222</b>	<b>BB</b>	2	1		<b>9</b>
2	दूकानदार और ग्राहक - Shopkeeper and buyer. मुसाफ़िर और आटोवाला - Traveller and Auto man.	<b>R 1-34 / T4-223</b>	<b>BB</b>	2	1		
3	सब्ज़ीवाला या फलवाला और ग्राहक - Customer or Fruit seller and vegetable seller.	<b>R 1-35 / T4-224</b>	<b>BB</b>	2	1		
<b>Unit V</b>							
1	फल और सब्ज़ियों का नाम - Names of fruits and vegetables.	<b>R 1-35&amp;36</b>	<b>BB</b>	2	<b>1</b>		<b>9</b>
2	मेवा - Names of condiments.	<b>R 1-37</b>	<b>BB</b>	2	<b>1</b>		
3	गिनती – Numbers - 1 to 50.	<b>R 1-37 &amp; 38</b>	<b>BB</b>	2	<b>1</b>		

\* L - Lecture T - Tutorial (Problems / Example Programs / Revision Classes ) P - Practical

\* LCD / PPT / Black Board (BB) / Worksheet(WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open educational resources (OER) media that are freely accessible, Google tools like Drive (GRV) , Google Docs (GDo), and Google Slides(GS) and Whiteboards(WB),Wikipedia (W) any other tools may also be included.  
[Mark the abbreviation in the teaching aids column]

### **COURSE PLAN FOR CONTENT BEYOND SYLLABUS**

<b>Sl.NO</b>	<b>Module</b>	<b>Lecture</b>	<b>Planned Topics</b>	<b>Date</b>	<b>Time</b>	<b>Total No of Hours Allotted</b>
1	1	Lecture1	Framing words			
2	2	Lecture2	Framing simple sentences			
3	3	Lecture3	Asking questions			
4	4	Lecture 4	Simple phrases			

**Gaps in the Syllabus –To meet Industrial Requirements**



SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours
				beyond the Time Table (HB)
1	Framing words and sentences	Assignment		3
2		Seminar		
3		Peer teaching		
4	NA	Industrial Visit	NA	NA

**Resources [Citation style differs for each Programme, Kindly use the citation style (APA, MLA etc ) applicable for your domain. This has been advised by the University Nominees and Experts last time]**

Reference Book	
<b>R1</b>	A Complied book, covering all the topics of the syllabus prepared by the Department of Hindi.
Text Books	
<b>T1</b>	प्रश्नोत्तर सहित प्राथमिक पाठ्य सामग्री   दक्षिण भारत हिन्दी प्रचार सभा,मद्रास: हिन्दी प्रचार पुस्तकमाला, पुष्प – 518
<b>T2</b>	हिन्दी प्रचार वाहिनीI   दक्षिण भारत हिन्दी प्रचार सभा, पहला संस्करण - सितम्बर, 2010: तेरहवाँ पुनर्मुद्रण जून, 2016 : मुद्रक
<b>T3</b>	प्रश्नोत्तर सहित प्राथमिक पाठ्य सामग्री दक्षिण भारत हिन्दी प्रचार सभा, मद्रास  हिन्दी प्रचार पुस्तकमाला: पुष्प – 518.
<b>T4</b>	प्रश्नोत्तर सहित मध्यमा पाठ्य सामग्री   दक्षिण भारत हिन्दी प्रचार सभा, मद्रास   हिन्दी प्रचार पुस्तकमाला: पुष्प – 519.
Web Resources	
W1	
W2	
E – Books /Library INFLIBNET RESOURCES	
E1	
E2	
E3	
E4	

	Topics beyond syllabus
M1	NA
M2	NA
M3	NA

<b>PORTION FOR EXAMINATION</b>			
<b>Sl. No.</b>	<b>Mode</b>	<b>Proposed Portions to be Covered</b>	<b>Proportion (Portion) in Percentage (to be decided by the Department)</b>
1	SLIP / CLASS TEST	UNIT - I	15%
2	I INTERNAL	UNIT - I, II, V	50%
3	II INTERNAL	UNIT - III, IV, V	50%
4	Summative Examination	ALL 5 UNITS	100%

<b>ASSESSMENT METHODOLOGY – DIRECT</b>					
	<b>Yes/No</b>	<b>Yes/No</b>	<b>Yes/No</b>	<b>Yes/No</b>	<b>Yes/No</b>
<b>Internal Examination</b>	Yes	Yes	Yes	Yes	Yes
<b>Assignment</b>	Yes	Yes	Yes	Yes	Yes
<b>Slip Test / Class Test</b>	Yes	Yes	Yes	Yes	Yes
<b>Project</b>	No	No	No	No	No
<b>Summative Examination</b>	No	No	No	No	No

<b>Assessment Indirect</b>			
	<b>Yes/No</b>	<b>Yes/No</b>	<b>Yes/No</b>
Assessment of Course Outcome by Student Feedback	Yes		

Feedback from Alumni	No		
Feedback from Educational Experts	Yes		
Feedback from Parents	No		

**Prepared by**

Designation	Name	Signature	Date
Course Coordinator / In-charges	<b>Mrs.S.Neela</b>		
Module Coordinator ( One person who would coordinate all Courses in a Programme according to OBE )			

**Approved by**

	Name	Signature	Seal	Date
<b>HoD</b>	<b>Mrs.S.Neela</b>			
<b>Dean Academics</b>	<b>Dr.S.Priya</b>			
<b>Principal</b>	<b>Dr.R.Sujatha</b>			

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**  
**COURSE PLAN – 2020 – 21 (ODD SEMESTER)**

<b>Name of the Programme : B.Sc. (MCHM, CS, NW, Viscom, Animation, Fire &amp; Industrial Safety, Food Science &amp; Processing Management)</b>							
<b>Title of the Course : General English- I</b>			<b>Course Code: 20UGE102</b>				
<b>Year / Semester: I YEAR/ I SEMESTER</b>			<b>Section:</b>		<b>Total No. of Students:</b>		
<b>No. of Credits: 3</b>			<b>Total no. of Contact hours: 45</b>				
Course Teacher (s) Name : Mrs.R.Suganthi Hepzibha, Dr.S.priya, Ms.T.S.Sridevi, Mr.C.Senthilkumar and Mr.V.V.Sundaram							
<b>Unit I</b>							
S. No	Topic	Reference / text Book Page No.	Teaching Aids	Mode of Delivery No. of Hours			Cummulative Hours
		<b>T 1 / R 04</b>		<b>L</b>	<b>T</b>	<b>P</b>	
1	Kinds of Sentences	<b>R1-1 / R 06, 03</b>	BB	2	1		<b>9</b>
2	Parts of Speech	<b>R1-3 / R 06, 03</b>	BB/PPT/V	2	1		
3	Tenses, Verbs and Modals	<b>R1-6 / R 06, 03</b>	BB	2	1		

<b>Unit II</b>							
1	My Financial Career - Stephen Leacock	<b>R1-12</b>	<b>BB/V</b>	3			<b>9</b>
2	Tattered Blanket - Kamala Das	<b>R1-20</b>	<b>BB/V</b>	3			
3	The Antidote - R.K. Narayan	<b>R1-25</b>	<b>BB/V</b>	3			
<b>Unit III</b>							
1	Etymology	<b>R1-31</b>	<b>PPT</b>	2	1		<b>9</b>
2	Synonyms & Antonyms	<b>R1-33</b>	<b>PPT</b>	2	1		
3	Homophones & Homonyms	<b>R1-35</b>	<b>PPT</b>	2	1		
<b>Unit IV</b>							
1	Sonnet 18	<b>R1-38 / R 04</b>	<b>BB/PPT</b>	3			<b>9</b>
2	Sonnet 55	<b>R1-42 / R 04</b>	<b>BB/PPT</b>	3			
3	Sonnet 116	<b>R1-45 / R 04</b>	<b>BB/PPT</b>	3			
<b>Unit V</b>							
1	Letter Writing (Formal and Informal)	<b>R1-47 / R 06, 05</b>	<b>BB/WS</b>	2	<b>1</b>		<b>9</b>
2	E-mail Writing (Formal and Informal)	<b>R1-51 / R 06, 05</b>	<b>BB/WS</b>	2	<b>1</b>		
3	Reading Comprehension	<b>R1-54 / R 06, 05</b>	<b>BB/WS</b>	2	<b>1</b>		
* L - Lecture T - Tutorial (Problems / Example Programs / Revision Classes ) P - Practical							

\* LCD / PPT / Black Board (BB) / Worksheet(WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open educational resources (OER) media that are freely accessible, Google tools like Drive (GRV) , Google Docs (GDo), and Google Slides(GS) and Whiteboards(WB),Wikipedia (W) any other tools may also be included.  
 [Mark the abbreviation in the teaching aids column]

### Text Books

<b>T1</b>	General English-I, A Compiled book, covering all the topics of the syllabus prepared by the Department of English.
<b>Reference Books</b>	
<b>R1</b>	Dr.K.Alex. <b>Soft Skills</b> . New Delhi: S.Chand& Company Ltd, 1997. Print.
<b>R2</b>	Dr. Gupta C.B. <b>Business Correspondence &amp; Reporting -Business Law, Business Correspondence &amp; Reporting (CA-Foundation)</b> . New Delhi: Taxmann, 2018. Print.
<b>R3</b>	G.Radhakrishna Pillai. <b>Emerald English Grammar and Composition</b> . Bangalore: Emerald Publisher, 1998. Print.
<b>R4</b>	Paul Joseph Margaret. <b>Bequest of Wings</b> . USA: Macmillan India Limited, 1994. Print.
<b>R5</b>	Srivasan Hema. <b>Communication Skills</b> . Bangalore: Frank Brothers & Co. Ltd, 2004. Print.
<b>R6</b>	Wren & Martin. <b>High School English Grammar &amp; Composition</b> . India: S.Chand & Company Ltd, 1995. Print.
<b>Web Resources</b>	
W1	<a href="https://www.enotes.com/topics/my-financial-career">https://www.enotes.com/topics/my-financial-career</a>
W2	<a href="http://tatteredblanket.blogspot.com/">http://tatteredblanket.blogspot.com/</a>
W3	<a href="https://www.poetryfoundation.org/poems/45087/sonnet-18-shall-i-compare-thee-to-a-summers-day">https://www.poetryfoundation.org/poems/45087/sonnet-18-shall-i-compare-thee-to-a-summers-day</a>
W4	<a href="https://www.poetryfoundation.org/poems/46455/sonnet-55-not-marble-nor-the-gilded-monuments">https://www.poetryfoundation.org/poems/46455/sonnet-55-not-marble-nor-the-gilded-monuments</a>
W5	<a href="https://www.sparknotes.com/nofear/shakespeare/sonnets/sonnet_116/">https://www.sparknotes.com/nofear/shakespeare/sonnets/sonnet_116/</a>

### E – Books /Library INFLIBNET RESOURCES

E1	<a href="https://nlist.inflibnet.ac.in/search/Record/EBC483375">https://nlist.inflibnet.ac.in/search/Record/EBC483375</a>
E2	<a href="https://nlist.inflibnet.ac.in/search/Record/EBC481114">https://nlist.inflibnet.ac.in/search/Record/EBC481114</a>
E3	<a href="https://nlist.inflibnet.ac.in/search/Record/EBC1864716">https://nlist.inflibnet.ac.in/search/Record/EBC1864716</a>

### Gaps in the Syllabus

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) /
				Hours beyond the Time Table (HB)
1	Essay Writing on Subjective Topics	Assignment		3
2	Extempore	Seminar	3	
3	On Any Modules	Peer teaching	2	
4	NA	Industrial Visit	NA	NA

Proposed Actions can be Assignments , Seminars, Peer Teaching, Industrial Visit , Others (if any)

### COURSE PLAN FOR CONTENT BEYOND SYLLABUS

SL.NO	Module	Lecture	Planned Topics	Date	Time	Total No of Hours Allotted
1	1	Lecture 1	Newspaper/Article reading			



2	2	Lecture 2	Collecting & Reporting News			
3	3	Lecture 3	Learning a New Word Everyday			
4	4	Lecture 4	Public Speaking			

PORTION FOR EXAMINATION			
Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage (to be decided by the Department)
1	SLIP / CLASS TEST	UNIT - I	15%
2	I INTERNAL	UNIT - I, II, V	50%
3	II INTERNAL	UNIT - III, IV, V	50%
4	Summative Examination	ALL 5 UNITS	100%

**Prepared by**

Designation	Name	Signature	Date
Course Coordinator / In-charges	<b>Mr.C.Senthilkumar</b>		
Course Coordinator / In-charges	<b>Mr.V.V.Sundaram</b>		
Module Coordinator	<b>Mrs.R.Suganthi Hepzibha</b>		

**Approved by**

	<b>Name</b>	<b>Signature</b>	<b>Date</b>
<b>HoD</b>	<b>Mrs.R.Suganthi Hepzibha</b>		
<b>Dean Acad emics</b>	<b>Dr.S.Priya</b>		
<b>Princ ipal</b>	<b>Dr.R.Sujatha</b>		

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**

**COURSE PLAN – 2020 – 21 (ODD SEMESTER)**

<b>Name of the Programme:</b>	Animation	<b>Programme Code:</b>	AN1003
<b>Course Name:</b>	Graphics Design - Theory	<b>Course Code:</b>	20AN103
<b>Year / Semester</b>	I/I	<b>Section</b>	A
<b>Total No. of Students</b>	30	<b>No. of Credits</b>	4
<b>Corresponding lab Paper</b>	-	<b>Total No. of Contact Hours</b>	60
<b>Course Teacher Name</b>	Mr.P.Kishore Kumar		

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>UNIT – IFundamentals of Computer</b>							

1.	Introduction to Computer – Characteristics & Advantages of Computer		<b>PPT</b>	L			1
2.	History, Evolution and Generation of Computers			L			2
3.	Input, Output and Memory Devices – Software and Hardware			L			3
4.	Introduction to Internet			L			4
5.	Basic Network Types			L			5
6.	Creating E-mail and working			L			6
7.	Introduction to Cloud Computing			L			7
8.	MS-Office Packages.			L			8
<b>UNIT – II Introduction to Graphic Designing</b>							
1.	Introduction to Graphic Design		<b>PPT</b>	L			9
2.	Introduction to Advertising			L			10
3.	Types of Advertising - Elements and Principles of Design			L			11
4.	Golden Ratio – KISS			L			12
5.	A Design Principle - Calligraphy and Typography			L			13
6.	Colour Theory			L			14

7.	Branding			L			15
8.	Printing Technology.			L			16
<b>UNIT – III Multimedia Concepts</b>							
1.	Introduction to Multimedia			<b>PPT</b>	L		17
2.	History & Components of Multimedia				L		18
3.	Types of Multimedia				L		19
4.	Overview of Multimedia Software tools				L		20
5.	Social Networking & Publishing				L		21
6.	Blogging, Facebook, YouTube, Instagram				L		22
7.	Audio & Video fundamentals				L		23
8.	Audio & Video quality, formats and devices				L		24
<b>UNIT – IV Corporate Designs Overview</b>							
1.	Infographics			<b>PPT</b>	L		25
2.	Designing for Print Media				L		26
3.	Designing for Digital Media				L		27
4.	Dos and Don'ts in Designing				L		28

5.	Social Media Designs			L			29
6.	Web Layout Designs			L			30
7.	Web Layout Designs – Static & Dynamic			L			31
8.	Role of Design in Society.			L			32
<b>UNIT – V Design Aesthetics</b>							
1.	Movements in Design			L			33
2.	Thinking Design			L			34
3.	Constructing Creativity			L			35
4.	Colour and Composition			<b>PPT</b>			36
5.	Envisioning Design						37
6.	The Context of Design						38
7.	Design, Case Study						39
8.	Portfolio & its Management.						40
<b>TOTAL HOURS</b>							40

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes ) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet(WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF)

/ Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV) , Google Docs

(GDO), and Google Slides(GS) , Google Forms (GOF) and Whiteboards(WB),Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

**Text Book**

T1	<i>Elements and principles of design: Student guide with activities.</i> (2004). Glenview, IL: Crystal Productions
T2	Faulkner, A., & Chavez, C. (2018). <i>Adobe Photoshop CC: 2018 release.</i> San Jose, CA: Adobe Systems Incorporated.
T3	Samara, T. (2007). <i>Design elements: A graphic style manual.</i> Singapore: Page One Pub.

**Reference Books**

R1	Introduction to PC Skills and Programming– Manual (PDF)
R2	Introduction to Multimedia – Manual (PDF)

**Web Resources**

W1	Computer History, <a href="http://www.computerhistory.org">www.computerhistory.org</a> , <a href="http://www.youtube.com/computerhistory">www.youtube.com/computerhistory</a>
W2	History of Graphic Design, <a href="http://www.designhistory.org">www.designhistory.org</a>
W3	Design and Research” by Paul Graham, <a href="http://www.paulgraham.com/des&amp;res">www.paulgraham.com/des&amp;res</a>
W4	Design and Print Production, <a href="http://www.adobe.com/education/visualdesign">www.adobe.com/education/visualdesign</a>
W5	Web Design, <a href="http://www.adobe.com/education/digitaldesign">www.adobe.com/education/digitaldesign</a>
W6	Video Design and Production, <a href="http://www.adobe.com/education/video">www.adobe.com/education/video</a>



### Gaps in the Syllabus

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) /Hours beyond the Time Table (HB)
1.	Analyzing of Brand Communication Standards	Webinar	06	<b>HB</b>

\* *Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)*

### COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
1					
2					
3					

### **PORTION FOR EXAMINATION**

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	SLIP / CLASS TEST	Unit – I	20%
2.	I INTERNAL	Unit – I, II, III (up to -----)	50%
3.	II INTERNAL	Unit – III (from -----) , IV, V	50%
4.	End Semester Examination	Unit I to V	100%

<b>Designation</b>	<b>Prepared by</b>		
	<b>Name</b>	<b>Signature</b>	<b>Date</b>
<b>Course Coordinator / In-charge</b>	Mr.P.kishore Kumar		
<b>Programme Coordinator</b>	Mr.M.Purushothaman		

<b>Approved by</b>			
	<b>Name</b>	<b>Signature</b>	<b>Date</b>
<b>HoD</b>			
<b>Dean Academics</b>			
<b>Principal</b>			

## SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE

### COURSE PLAN – 2020 – 21 (ODD SEMESTER)

<b>Name of the Programme:</b>	Animation	<b>Programme Code:</b>	AN1003
<b>Course Name:</b>	Graphics Design - Practical	<b>Course Code:</b>	20AN104 P
<b>Year / Semester</b>	I/I	<b>Section</b>	A
<b>Total No. of Students</b>	30	<b>No. of Credits</b>	5
<b>Corresponding lab Paper</b>	Yes	<b>Total No. of Contact Hours</b>	60
<b>Course Teacher Name</b>	Mr.V.Chenthil Kumar		

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>UNIT – Introduction to Graphic Design</b>							

1.	Introducing Graphic Designing Software's - Adobe Illustrator		<b>PPT</b>			<b>P</b>	1
2.	Inkscape - Creating a new document - Exploring the workspace					<b>P</b>	2
3.	Art board – Tools Properties - Arranging multiple documents					<b>P</b>	3
4.	Drawing a shape - Editing shapes - Applying and editing colour - Editing strokes					<b>P</b>	4
5.	Working with layers - Working with type					<b>P</b>	5
6.	Artwork - Working with symbols					<b>P</b>	6
7.	Creating and editing gradients					<b>P</b>	7
8.	Placing an image in Illustrator - Using Image Trace					<b>P</b>	8
9.	Working with brushes					<b>P</b>	9
10.	Aligning artwork - Working with effects					<b>P</b>	10
<b>UNIT – II Corporate Identity designing</b>							
1.	Corporate identity designing - Visiting card, letterhead, cover		<b>Adobe Illustrator</b>			<b>P</b>	11
2.	Newspaper advertisement designing					<b>P</b>	12
3.	Design elements					<b>P</b>	13
4.	Primary, Secondary & Tertiary, CC measurements					<b>P</b>	14

5.	Effects usage for raster graphics					<b>P</b>	15
6.	Filters usage for vector graphics					<b>P</b>	16
7.	Editing tools - Poster and banner designing					<b>P</b>	17
8.	Size of the output -					<b>P</b>	18
9.	BG creation based on theme					<b>P</b>	19
10.	Usage of Gradient, Typography, image & visuals					<b>P</b>	20
<b>UNIT – III Brochure designing</b>							
1.	Brochure designing					<b>P</b>	21
2.	Brochure concept					<b>P</b>	22
3.	Types of brochures					<b>P</b>	23
4.	Bi fold brochure,					<b>P</b>	24
5.	Tri fold brochure designing Techniques					<b>P</b>	25
6.	Package Print Designing					<b>P</b>	26
7.	Packaging, Types,					<b>P</b>	27
8.	Dummy creation					<b>P</b>	28
9.	Usage, Views, Symbol					<b>P</b>	29

10.	Apply Texture for 3D Shape						<b>P</b>	30
<b>UNIT – IV News Letter Designing</b>								
1.	Newsletter designing						<b>P</b>	31
2.	Document creation, set up, paragraph styles						<b>P</b>	32
3.	typography, clipping mask, vector usage						<b>P</b>	33
4.	Magazine designing						<b>P</b>	34
5.	Master page setting						<b>P</b>	35
6.	Importing external document, images for designing works						<b>P</b>	36
7.	Page setting, table of content (TOC)						<b>P</b>	37
8.	In design for e- publishing, e-book designing						<b>P</b>	38
9.	Hyperlink setting						<b>P</b>	39
10.	Interactive page designing using adobe in design						<b>P</b>	40
<b>UNIT – V Project</b>								
1.	Project						<b>P</b>	42
2.	Corporate Identity Designing						<b>P</b>	44

3.	Poster Designing					P	46	
4.	Brochure Designing					P	48	
5.	Magazine Designing					P	50	
<b>TOTAL HOURS</b>								50

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes ) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet(WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV) , Google Docs (GDO), and Google Slides(GS) , Google Forms (GOF) and Whiteboards(WB),Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

### Text Books

T1	Wood, B. (2019). <i>Adobe Illustrator CC: 2019 release</i> . San Jose, CA: Adobe Press, an imprint of Pearson Education.
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### Reference Books

R1	Grant, H. (2021). <i>ADOBE ILLUSTRATOR FOR BEGINNERS 2021: LEARN GRAPHIC DESIGN WITH ILLUSTRATOR</i> Independently published.
R2	Jennifer Smith,AGI Creative Team(2021). <i>Adobe Illustrator Classroom in a Book (2021 release)</i> (1st ed.). Adobe Press.

### Web Resources

Foundations of:
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W1	Design and Print Production, <a href="http://www.adobe.com/education/visualdesign">www.adobe.com/education/visualdesign</a>
W2	Web Design, <a href="http://www.adobe.com/education/digitaldesign">www.adobe.com/education/digitaldesign</a>
W3	Video Design and Production, <a href="http://www.adobe.com/education/video">www.adobe.com/education/video</a>

### Gaps in the Syllabus

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) /Hours beyond the Time Table (HB)
1.	Workshop on Typography and Design	Webinar	06	HB

\* *Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)*

### COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
1					
2					

### PORTION FOR EXAMINATION

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	SLIP / CLASS TEST	Unit – I	20%

2.	I INTERNAL	Unit – I, II, III (up to -----)	50%
3.	II INTERNAL	Unit – III (from -----) , IV, V	50%
4.	End Semester Examination	Unit I to V	100%

Designation	Prepared by		
	Name	Signature	Date
<b>Course Coordinator / In-charge</b>	Mr.V.Chenthil Kumar		
<b>Programme Coordinator</b>	Mr.M.Purushothaman		

Approved by			
	Name	Signature	Date
<b>HoD</b>			
<b>Dean Academics</b>			
<b>Principal</b>			

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**

## COURSE PLAN – 2020 – 21 (ODD SEMESTER)

<b>Name of the Programme:</b>	Animation	<b>Programme Code:</b>	AN1003
<b>Course Name:</b>	Digital Art and Design - Practical	<b>Course Code:</b>	20AN105 P
<b>Year / Semester</b>	I/I	<b>Section</b>	A
<b>Total No. of Students</b>	30	<b>No. of Credits</b>	5
<b>Corresponding lab Paper</b>	Yes	<b>Total No. of Contact Hours</b>	60
<b>Course Teacher Name</b>	Mr.V.Chenthil Kumar		

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>UNIT – I Introduction to Adobe Photoshop</b>							
1.	Introduction to Photoshop		PPT			P	1

2.	User Interface, Adobe Bridge, Simple Digital Drawing using Layers, layer masks and masking techniques					<b>P</b>	2
3.	Definition, Benefits, Digital Painting Creation					<b>P</b>	3
4.	Tools - Brush Tools, Colour, Layers usage,					<b>P</b>	4
5.	Brushes Palette, Smudge					<b>P</b>	5
6.	Dodge & Burn tools - Selection Tools					<b>P</b>	6
7.	Selection techniques, Save Selection,					<b>P</b>	7
8.	Load Selection					<b>P</b>	8
9.	DVD Cover Designing - Disk wrapper size,					<b>P</b>	9
10.	label size, disk - Label designing.					<b>P</b>	10
<b>UNIT – II Magazine advertisement designing</b>							
1.	Magazine advertisement designing					<b>P</b>	11
2.	Elements of advertisement design					<b>P</b>	12
3.	Theme of design, Text tool, Blending Options,					<b>P</b>	13
4.	Text Wrap, Path Text, Blending mode					<b>P</b>	14
5.	Greeting card designing					<b>P</b>	15

6.	Colour Selection, Texture usage, BG creation, Actions, Layer Comps					<b>P</b>	16
7.	Working with image scanner					<b>P</b>	17
8.	Scanning images -Vector tools and Filters					<b>P</b>	18
9.	Retouching & Restoration					<b>P</b>	19
10.	Spot healing brush toolfor retouching with clone stamp tool.					<b>P</b>	20
<b>UNIT – III Colour correction</b>							
1.	Colour correction					<b>P</b>	21
2.	Adjustment layers					<b>P</b>	22
3.	Colour to B&W conversion,					<b>P</b>	23
4.	B& W toColour conversion, Levels, Brightness; Contrast, and Curves					<b>P</b>	24
5.	Hue &Saturation				<b>Photo shop</b>	<b>P</b>	25
6.	Black & White					<b>P</b>	26
7.	Colour balance, channels					<b>P</b>	27
8.	channel mixer - Identify the fake images - Animation using Photoshop					<b>P</b>	28
9.	Effects using filters and Filters for designing,					<b>P</b>	29

<b>10.</b>	Smart objects and smart filters Working with scientific images -					<b>P</b>	30
<b>UNIT – IV Automation, 3D and printing in Photoshop</b>							
<b>1.</b>	Creating an Action					<b>P</b>	31
<b>2.</b>	Repeating an Action					<b>P</b>	32
<b>3.</b>	Performing Photo merge in Photoshop					<b>P</b>	33
<b>4.</b>	TextEditing in Photoshop					<b>P</b>	34
<b>5.</b>	Creating 3D Artwork in Photoshop,					<b>P</b>	35
<b>6.</b>	Creating a 3D Shape,					<b>P</b>	36
<b>7.</b>	Editing 3DShape,					<b>P</b>	37
<b>8.</b>	Loading a New Texture to 3D Shape,					<b>P</b>	38
<b>9.</b>	Animation in Photoshop.					<b>P</b>	39
<b>10.</b>	Finding and Replacing Text					<b>P</b>	40
<b>UNIT – V Project</b>							
<b>1.</b>	Digital Painting					<b>P</b>	42
<b>2.</b>	Greeting Card Designing					<b>P</b>	44
<b>3.</b>	Portfolio Creation					<b>P</b>	46

4.	Portfolio Creation					P	48
5.	Portfolio Creation					P	50
<b>TOTAL HOURS</b>							50

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes ) P – Practical  
 \* LCD / PPT / Black Board (BB) / Worksheet(WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF)  
 / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV) , Google Docs (GDO), and Google Slides(GS) , Google Forms (GOF) and Whiteboards(WB),Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

**Text Books**

T1	Wood, B. (2019). <i>Adobe Illustrator CC: 2019 release</i> . San Jose, CA: Adobe Press, an imprint of Pearson Education.
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**Reference Books**

R1	Grant, H. (2021). <i>ADOBE ILLUSTRATOR FOR BEGINNERS 2021: LEARN GRAPHIC DESIGN WITH ILLUSTRATOR</i> Independently published.
R2	Jennifer Smith,AGI Creative Team(2021). <i>Adobe Illustrator Classroom in a Book (2021 release)</i> (1st ed.). Adobe Press.

**Web Resources**

Foundations of:	
W1	Design and Print Production, <a href="http://www.adobe.com/education/visualdesign">www.adobe.com/education/visualdesign</a>

W2	Web Design, <a href="http://www.adobe.com/education/digitaldesign">www.adobe.com/education/digitaldesign</a>
W3	Video Design and Production, <a href="http://www.adobe.com/education/video">www.adobe.com/education/video</a>

**E – Books /Library INFLIBNET RESOURCES**

E1	
E2	

**Gaps in the Syllabus**

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) /Hours beyond the Time Table (HB)
1.	Workshop on Typography and Design	Webinar	06	<b>HB</b>

\* *Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)*

**COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)**

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
1					
2					

**PORTION FOR EXAMINATION**



<b>Sl. No.</b>	<b>Mode</b>	<b>Proposed Portions to be Covered</b>	<b>Proportion (Portion) in Percentage</b>
1.	SLIP / CLASS TEST	Unit – I	20%
2.	I INTERNAL	Unit – I, II, III (up to -----)	50%
3.	II INTERNAL	Unit – III (from -----) , IV, V	50%
4.	End Semester Examination	Unit I to V	100%

<b>Designation</b>	<b>Prepared by</b>		
	<b>Name</b>	<b>Signature</b>	<b>Date</b>
<b>Course Coordinator / In-charge</b>	Mr.V.Chenthil Kumar		
<b>Programme Coordinator</b>	Mr.M.Purushothaman		

<b>Approved by</b>			
	<b>Name</b>	<b>Signature</b>	<b>Date</b>
<b>HoD</b>			
<b>Dean Academics</b>			

<b>Principal</b>			
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**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**

**COURSE PLAN – 2020 – 21 (ODD SEMESTER)**

<b>Name of the Programme:</b>	Animation	<b>Programme Code:</b>	AN1003
<b>Course Name:</b>	Drawing Concepts - Practical	<b>Course Code:</b>	20AN106 P
<b>Year / Semester</b>	<b>I/I</b>	<b>Section</b>	-
<b>Total No. of Students</b>	30	<b>No. of Credits</b>	4
<b>Corresponding lab Paper</b>	No	<b>Total No. of Contact Hours</b>	50
<b>Course Teacher Name</b>	Mr.S.Praveen Kumar		

Sl. No.	TOPIC	Reference / Text Book Page No	*Teach ing Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>UNIT – I Fundamentals of Drawing</b>							

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery			Cumulative Hours
						No of Hours	
1.1	Basic Drawing materials - Dry and Fluid media - Graphite- Pencils, Sticks - charcoal pencils - Felt tip pens					1	1
1.2	Brush and ink - Types of Media (Drawing Pad, Canvas & Board)					1	2
1.3	Basic drawing - Practice of basic shapes					1	3
1.4	Perspective – Developing form. - 1-point Perspective					1	4
1.5	2-point Perspective 3 point perspectives					1	5
1.6	Horizon, vanishing point – Foreshortening						6
1.7	Projection of figures in perspective - Layout Staging and Perspective					1	7
1.8	Setting Mood - Basic pencil grips - Different types of shading - Line & Tone					1	8
1.9	Composition- Balance, Rhythm					1	9
1.10	Priority of interest Principles of good space division - Overlay and Underlay.					1	10
<b>UNIT – II Human figure and Paintings</b>							

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery			Cumulative Hours
				No of Hours			
2.1	Head, foot, hand - Body size and age relationship					1	11
2.2	Frontal, Profile, Back view - Portrait and full figure					2	13
2.3	Skeleton & Live forms - Skeleton Stick figures - Cylindrical form - Live form					1	14
2.4	Primary, Secondary, Tertiary colours - Analogous colours - Colour wheel - Psychology of Colour					1	15
2.5	Light & Colour-sketches -					1	16
2.6	Water medium and oil medium - Landscape – Seascape - Oil Paintings					2	18
2.7	Water Colour Painting - Acrylic Painting - Crayon sketches - Canvas Painting - Board and Paper Painting.					2	20
<b>UNIT – III Introduction to Animation and types</b>							
3.1	History of Animation –Early ways of showing motion – Animation before Film - Magic Lantern					1	21
3.2	Thaumatrope – Phenakitoscope – Zoetrope – Flip Book –Praxinoscope					1	22
3.3	The Silent Era - Humorous Phases of Funny Faces – Fantasmagorie - Gertie the Dinosaur - Felix the Cat – Steam Boat Willie					1	23

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery			Cumulative Hours
3.4	The Silent Era - Humorous Phases of Funny Faces – Fantasmagorie - Gertie the Dinosaur - Felix the Cat – Steam Boat Willie					1	24
3.5	Types of Animation –Traditional Animation – 2D Animation					2	26
3.6	– 3D Animation – Stop Motion – Motion Graphics					2	28
3.7	Disney’s Cel Animation Process – Illusion of Life.					2	30
<b>UNIT – IV Introduction to Cel Animation</b>							
4.1	Introduction to Perspective –Vanishing Point – Horizon line – Point of view – foreshortening					1	31
4.2	Shot, Scene, Sequence - Types of camera shots, angles and movements - Composition and Framing					1	32
4.3	Animation Drawings/Cels - Rough Drawings - Clean ups - Colour reference drawings					1	33
4.4	Layout, Model Sheet - Key Drawings and in Betweens					1	34
4.5	Master Background - Concept Piece - Character drawing- Story Board					1	35
4.6	Ball Bouncing –Bird Fly Cycle					1	36

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery			Cumulative Hours
						No of Hours	
4.7	Walk Cycle (Two Leg) – Run Cycle – Jump Cycle – Facial Expressions.					4	40
<b>UNIT – V Art of Filmmaking – Animation</b>							
5.1	Development -Preproduction, Production and Post-Production Stages					1	41
5.2	Distribution - Developing Idea/ Concept - Story - Basic Elements of a Story					1	42
5.3	Types of Stories – Characterization– Dialogues – Basic Structure of a Story					1	43
5.4	Concept of Acts –Theme – Subplots – Tone – Genre - Writing for Different Types and Groups of Audience					1	44
5.5	Animation Script - Character Designing - Features of a Character – Types/Kinds of Characters					1	45
5.6	Designing Props and Assets of Character – Creating Turn Arouds					2	47
5.7	Character Model Sheets – Blueprints - Character Size Comparison Charts –					1	48
5.8	Story Board - Definition - Importance of Story					2	50

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
	Boarding - Creation of Animatics.						
<b>TOTAL HOURS</b>							<b>50</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet (WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV), Google Docs (GDO), and Google Slides (GS), Google Forms (GOF) and Whiteboards (WB), Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

#### Text Book

1. Foster, W. (2005). *The art of basic drawing*. Laguna Hills, CA: Walter Foster Publishing.
2. Mike S. Fowler (2002). *Animation Background Layout: From student to Professional*. Fowler Cartooning Ink Publishing.
3. Paul Wells, Samantha Moore (2016). *The Fundamentals of Animation*, Bloomsbury Publishing.

#### Reference Books

#### Web Resources

The History of Animation <https://history-of-animation.webflow.io/>

Drawing Fundamentals: CONSTRUCTION <https://www.youtube.com/watch?v=4KfmA6cEpU0>

Art Fundamentals:

[https://www.youtube.com/watch?v=9XofYc\\_WUF8](https://www.youtube.com/watch?v=9XofYc_WUF8)

<https://www.youtube.com/watch?v=wMv1dZEm8AI>

<https://www.youtube.com/watch?v=FrKfUXXjfG0>

<https://www.youtube.com/watch?v=ax130yILbw0&list=PLVgLT-e3jXPDgeED0pD0BPq8kY1VAZAGa>

Gaps in the Syllabus

SL.	Name of the Topic	PROPOSED	No of Hours	Hours with in the Time Table (HT) /

NO		ACTION	Allotted	Hours beyond the Time Table (HB)
1.				
2.				

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)

### COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of HRS Allotted
1	2	Google classroom	tutorial	Caricature	2

### PORTION FOR EXAMINATION

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	SLIP / CLASS TEST	Unit – I	20%
2.	I INTERNAL	Unit – I, II, III	50%
3.	II INTERNAL	Unit – III, IV, V	50%
4.	End Semester Examination	Unit I to V	100%

Designation	Prepared by		
	Name	Signature	Date
Course Coordinator / In-charge	Mr.N.Naveendrakumar		
Programme Coordinator	Mr.M.Purushothaman		



<b>Approved by</b>			
	<b>Name</b>	<b>Signature</b>	<b>Date</b>
<b>HoD</b>			
<b>Dean Academics</b>			
<b>Principal</b>	Dr.R.Sujatha		

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**  
**COURSE PLAN – 2020 – 21 (ODD SEMESTER)**

<b>Name of the Programme:</b>	Animation	<b>Programme Code:</b>	AN1003
<b>Course Name:</b>	Roto & Stereo Paint – Practical	<b>Course Code:</b>	20AN107
<b>Year / Semester</b>	I/I	<b>Section</b>	-
<b>Total No. of Students</b>	30	<b>No. of Credits</b>	2
<b>Corresponding lab Paper</b>	Yes	<b>Total No. of Contact Hours</b>	40
<b>Course Teacher Name</b>	Mr.M.PURUSHOTHAMAN		

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
UNIT – I Intro to Roto							
1.1	Basics of roto	186	Adobe After Effects			5	5
UNIT – II Techniques of Roto							
2.1	Creating Shapes	189 to	Adobe			2	7

Sl. No.	TOPIC	Reference / Text Book	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
2.2	Multiple Roto Techniques	<b>205</b>	<b>After Effects</b>			<b>3</b>	<b>10</b>
2.3	Animating Shapes					<b>3</b>	<b>13</b>
2.4	Tracking shapes					<b>3</b>	<b>16</b>
2.5	Exporting Shapes					<b>3</b>	<b>19</b>
<b>UNIT – III Intro to Paint</b>							
3.1	Paint Techniques	<b>272</b>	<b>Adobe After Effects</b>			<b>3</b>	<b>22</b>
3.2	Creating clean plate					<b>3</b>	<b>24</b>
3.3	Wire removal					<b>3</b>	<b>27</b>
3.4	Paint projection					<b>2</b>	<b>29</b>
3.5	Tracking clean plates					<b>2</b>	<b>31</b>
<b>UNIT – IV Stereo – Paint</b>							
4.1	Intro to stereo paint	<b>272 -275</b>	<b>Adobe After Effects</b>			<b>2</b>	<b>33</b>
4.2	Paint on Sequences					<b>2</b>	<b>35</b>
4.3	Creating stereo paint					<b>2</b>	<b>37</b>
<b>UNIT – V creating project.</b>							
5.1	Team Project		<b>Adobe After Effects</b>			<b>3</b>	<b>40</b>
<b>TOTAL HOURS</b>							<b>40</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet (WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV), Google Docs (GDO), and Google Slides (GS), Google Forms (GOF) and Whiteboards (WB), Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

**Text Book:**

Adobe After Effects CC Classroom in a Book by Adobe Creative Team, publisher- Adobe Press..**Reference Books:**

**Web Resources**

[https://www.youtube.com/watch?v=oYSha\\_TzAEc](https://www.youtube.com/watch?v=oYSha_TzAEc)

<https://www.udemy.com/course/paint-and-roto-for-feature-film-vfx/>

**Gaps in the Syllabus**

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)

**COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)**

SI.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
1					

### PORTION FOR EXAMINATION

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	<b>SLIP / CLASS TEST</b>	<b>Unit – I</b>	<b>20%</b>
2.	<b>I INTERNAL</b>	<b>Unit – I, II, III</b>	<b>50%</b>
3.	<b>II INTERNAL</b>	<b>Unit – III, IV, V</b>	<b>50%</b>
4.	<b>End Semester Examination</b>	<b>Unit I to V</b>	<b>100%</b>

Designation	Prepared by		
	Name	Signature	Date
Course Coordinator / In-charge	Mr.M.PURUSHOTHAMAN		
Programme Coordinator	Mr.M.PURUSHOTHAMAN		

Approved by			
	Name	Signature	Date
HoD	Mr.V.CHENTHIL KUMAR		
Dean Academics	Dr.S.Priya		
Principal	Dr.R.Sujatha		

**SubbalakshmiLakshmipathy College of Science, Madurai**

**COURSE PLAN – 2020 – 21 (ODD SEMESTER)**

<b>Name of the Programme:</b>			B.Sc., Animation	
<b>Name of the Course:</b>			Roto & Stereo Paint – Practical / 20AN107	
<b>Name of the Course Faculty:</b>			Mr.M.PURUSHOTHAMAN	
<b>Class:</b>			II Year	
<b>Academic Year:</b>			2020-21	
<b>S. No</b>	<b>Exercise No.</b>	<b>Exercise</b>	<b>Unit</b>	<b>No. of Hours</b>
1.	1.	Create Basic roto on the given footage	1	2
2.	2.	Roto and Animation	2	2
3.	3.	Wire Removal	3	2
4.	4.	Paint And Touchup	4	4
			<b>Total</b>	<b>10</b>

**Course In-Charge  
Principal**

**Programme Coordinator**

**HoD**

**Dean**

# SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE

## COURSE PLAN – 2020 – 21 (ODD SEMESTER)

Name of the Programme: B.Sc Animation			
Title of the Course : Value Education		Course Code :20VE109	
Year / Semester : I	Section: A	Total No. of Students : 30	
No of Credits : 2	Total No. of Contact Hours		Corresponding lab Paper :
:30 Course Teacher (s) Name : Mr.M.Abdul Aziz Hakkim		No	

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>UNIT I: INTRODUCTION TO VALUE EDUCATION</b>							
1.	Objectives and components of value education — Human			1			1

	Values –						
2.	Need for value education			1			2
3.	Significance and importance of value education			1			3
4.	Human Values			1			4
5.	Relation between moral values and religion			1			5
<b><u>UNIT – II VALUE EDUCATION FOR NATION BUILDING</u></b>							
6.	National and constitutional values			1			6
7.	Categorization of values			1			7
8.	Environmental ethical values			2			9
9.	National integration			1			10
10.	Value seeds			1			11
<b><u>UNIT III: HUMAN RIGHTS WITH INDIAN CONSTITUTION</u></b>							
11.	The concept of human rights – Universal declaration of human rights – Classification of human rights – social practice – Growth of fundamental rights in India – Human rights of Women and children – standard		W	1			12



12.	Universal declaration of human rights			1			13
13.	Classification of human rights			2			15
14.	social practice			1			16
15.	Growth of fundamental rights in India			2			18
16.	Human rights of Women and children			1			19
<b>UNIT IV: MORAL VALUES, ETHICS AND GOOD MANNERS</b>							
17.	Moral values and Ethics – Social values – Spiritual values – Good manners –			1			20
18.	Social values			2			22
19.	Spiritual values			1			23
20.	Good manners			1			24
21.	Character Building			2			26
<b>UNIT – V : <u>EIGHT LIMBS OF YOGA</u></b>							
22.	<b>YamasNiyamaĀsanaPrānāyāmaPratyāhāraDhāraṇāD hyānaSamādhi</b>			4			30

Gaps in the Syllabus

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
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1.				
2.				

**PORTION FOR EXAMINATION**

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage (to be decided by the Department)
	I INTERNAL	UNIT - I, II, III	50
	II INTERNAL	UNIT - III, IV, V	50
	Summative Examination	ALL FIVE UNITS	100

Designation	Prepared by		
	Name	Signature	Date
<b>Course Coordinator / In-charge</b>	Mr.M.Abdul Aziz Hakkim		
<b>Module Coordinator ( One person who would coordinate all Courses in a Programme according to OBE )</b>			

**Approved by**

	<b>Name</b>	<b>Signature</b>	<b>Date</b>
<b>HoD</b>	Mr.V.Chenthil Kumar		
<b>Dean Academics</b>	Dr.S.Priya		
<b>Principal</b>	Dr.R.Sujatha		

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**  
**COURSE PLAN – 2020 – 21 (ODD SEMESTER)**

<b>Name of the Programme :</b>	<b>All First Year ( Except F&amp;IS)</b>		
<b>Title of the Course :</b>	<b>TAMIL III</b>	<b>Course Code:</b>	<b>19UT301</b>
<b>Year / Semester:</b>	<b>2020-2021/III</b>	<b>Section:</b>	<b>Total No. of Students:</b>
<b>No.Of Credits:</b>	<b>3</b>		<b>Total no. of Contact hours:45</b>

S. No	Topic	Reference / text Book Page No.	Teaching Aids	Mode of Delivery No. of Hours	
				L	T
<b>Unit I</b>					
1	□□□□□□□□□□□□□□	R1-1/R1 - 335	BB	2	2
2	□□□□□□□□□	R1-4 /R2-171	BB	2	2
3	□□□□ □□□□□□□□□□	R1-9 /R3 -70	BB	1	1
<b>Unit II</b>					
4	□□□□□□□□□□□□□□	R1-14/1/ R4-654		1	1
5	□□□□□ □□□□□□□□	R1-35/ R5-59	BB	1	1
6	□□□□□□ □□□□ □□□□□□□□	R1-30/ R6-35	BB	1	1

Unit III						
9	□□□□□□□□□□	R1-40/ R7-103	BB	1	1	
Unit IV						
13	□□□□□□	R1-81/R8-60	BB			
14	□□□□□□□□□□	R1-82/ R8-92	BB	2	2	
15	□□□□□□□□□□	R1-84/1R8-104	BB	2	2	
16	□□□□□□□□□□□□ -□□□□□□□□	R1-86/ R8 - 450 8	BB	1	1	
Unit V						
17	□□□□□□□□□□□□ □□□□□□□□ □□□□□□□□□□□□	R1-92/R9-109	BB	1	1	
18	□□□□□□□□□□ □□□□□□□□□□ □□□□□□□□□□□□	R1-89/R 9-362	BB	1	1	
19	□□□□□□ □□□□□□□□		BB	3	3	

\* L - Lecture T - Tutorial (Problems / Example Programs / Revision Classes ) P - Practical

\* LCD / PPT / Black Board (BB) / Worksheet(WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open educational resources (OER) media that are freely accessible, Google tools like Drive (GRV) , Google Docs (GDo), and Google Slides(GS) and Whiteboards(WB),Wikipedia (W) any other tools may also be

included.  
 [Mark the abbreviation in the teaching aids column]

**COURSE PLAN FOR CONTENT BEYOND SYLLABUS**

SI.NO	Module	Lecture	Planned Topics	Date	Time	Total No of Hours Allotted
1	1	Lecture1	□□□□□□□□□□□□□□ □□□□□□□□			
2		Lecture2	□□□□□□□ □□□□□□□□			
3	2	Lecture1	□□□□□□□□ □□□□□□□□□;			

**Gaps in the Syllabus –To meet Industrial Requirements**

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) /
				Hours beyond the Time Table (HB)
1	□□□□□□□ □□□□□□□□	Assignment		3
2	□□□□□□□□ □□□□□□□□ □□□□□□□□□ □□□□□□□□	Seminar	3	
3	□□□□□□□□ □□□□□□□□□□ □□□□□□□□□□□□□□	Peer teaching	2	



E4	
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**Topics beyond Syllabus**

Module 1	
M2	NA
M3	NA
M4	NA

**PORTION FOR EXAMINATION**

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage (to be decided by the Department)
	SLIP / CLASS TEST	Unit/Portion to be decided by the Course Teacher and the HoD	15%
	I INTERNAL	UNIT - I, II, V	50%
	II INTERNAL	UNIT - III, IV, V	50%
	Summative Examination	ALL FIVE UNITS	100%

**ASSESSMENT METHODOLOGY – DIRECT**

	Yes/No	Yes/No	Yes/No	Yes/No	Yes/No
<b>Internal Examination</b>	Yes	Yes	Yes	Yes	Yes
<b>Assignment</b>	Yes	Yes	Yes	Yes	Yes
<b>Slip Test / Class Test</b>	Yes	Yes	Yes	Yes	Yes
<b>Project</b>	No	No	No	No	No
<b>Summative Examination</b>	No	No	No	No	No

**Assessment Indirect**

	Yes/No	Yes/No	Yes/No



Assessment of Course Outcome by Student Feedback	<b>Yes</b>		
Feedback from Alumni	<b>Yes</b>		
Feedback from Educational Experts	<b>Yes</b>		
Feedback from Parents	<b>Yes</b>		

<b>Designation</b>	<b>Prepared by</b>		
	<b>Name</b>	<b>Signature</b>	<b>Date</b>
Course Coordinator / In-charge	<b>Mrs.H.Geetha</b>		
Course Coordinator / In-charge	<b>Ms.R.Sailakshmi</b>		

Module Coordinator ( One person who would coordinate all Courses in a Programme according to OBE )	<b>Mrs.N.Selvi</b>		
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<b>Approved by</b>				
	<b>Name</b>	<b>Signature</b>	<b>Seal</b>	<b>Date</b>
<b>HoD</b>	<b>Mrs.N.Selvi</b>			
<b>Dean Academics</b>	<b>Dr.S.Priya</b>			
<b>Principal</b>	<b>Dr.R.Sujatha</b>			

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**

**COURSE PLAN – 2020 – 21 (ODD SEMESTER)**

<b>Name of the Programme :</b>	<b>B.Sc Animation, Viscom, CS, Networking, Food Science &amp; Processing, Fire &amp; Industrial Safety and Marine Catering Hotel Management</b>		
<b>Course Name :</b>	<b>Hindi III</b>	<b>Course Code :</b>	<b>19UH301</b>
<b>Year / Semester</b>	<b>II/ III</b>	<b>Section</b>	
<b>Total No. of Students</b>		<b>No. of Credits</b>	<b>3</b>
<b>Corresponding lab Paper</b>	<b>No</b>	<b>Total No. of Contact Hours</b>	<b>45</b>
<b>Course Teacher Name</b>	<b>Mrs.S.Neela</b>		

S. No	Topic	Reference / Text Book Page No.	Teaching Aids	Mode of Delivery No. of Hours	Cummulative Hours		
					L	T	P
	Unit I			L	T	P	
1	बहु की विदा (bahoo ki vida)	R 1-3 to 9 / T1-38 to 43	BB	2	1		9
2	अन्धेर नगरी (andhear nagaree)	R 1-9 to 18 / T1 -43 to	BB	2	1		

		50					
<b>Unit II</b>							
1	कबीर के दोहे (kabeer ke dohe)	R 1-18,19 / T2-16	BB	2	1		<b>9</b>
2	तुलसी के दोहे (tulsi ke dohe)	R 1-19,20 / T2-17	BB	2	1		
3	रहीम के दोहे (rahim ke dohe)	R 1-21,22/ T1-18	BB	2	1		
3	दर्जी और हाथी - Dharji aur haathi	R 1-13/ T1- 116&117	BB	2	1		
<b>Unit III</b>							
1	संज्ञा की परिभाषा और भेद (sangya-pribhasha aur beadh)	R 1-22,23 / T1-9	BB	2	1		<b>9</b>
2	सर्वनाम की परिभाषा और भेद (sarvanaam-pribhasha aur beadh)	R 1-23,24 / T3-17 & 18	BB	2	1		
3	विशेषण की परिभाषा और भेद (visheshan-pribhasha aur beadh)	R 1-24,25/ T3-19 & 20	BB	2	1		
<b>Unit IV</b>							
1	बीजक (Invoice)	R 1-26 to 28 / T4-67 & 68	BB	2	1		<b>9</b>

2	परिचय देना – Self introduction(अपना परिचय देना, अपने परिवार और अपने शहर के बारे में परिचय देना)	R 1-28 to 33 / T4-223	BB	2	1		
3	दूरभाष में बातचीत – Telephone conversation (Ordering food, medicine and some things over phone for home delivery, भोजन का आदेश और कुछ सामान, दवाई मँगवाने का आदेश)	R 1-33 ,34 / T4-224	BB	2	1		
<b>Unit V</b>							
1	संकेतों के सहारे लिखना Hints developing	R 1- 34 to 37	BB	2	1		<b>9</b>
2	नारे लिखना – slogan writing	R 1- 37 to 40	BB	2	1		
* L - Lecture T - Tutorial (Problems / Example Programs / Revision Classes ) P - Practical							
* LCD / PPT / Black Board (BB) / Worksheet(WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open educational resources (OER) media that are freely accessible, Google tools like Drive (GRV) , Google Docs (GDo), and Google Slides(GS) and Whiteboards(WB),Wikipedia (W) any other tools may also							

be included.  
 [Mark the abbreviation in the teaching aids column]

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<b>COURSE PLAN FOR CONTENT BEYOND SYLLABUS</b>							
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SI.NO	Module	Lecture	Planned Topics	Date	Time	Total No of Hours Allotted	
1	1	Lecture1	Translat ion				
2	2	Lecture2					
3	3	Lecture3					
4	4	Lecture 4					

<b>Gaps in the Syllabus –To meet Industrial Requirements</b>							
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SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) /			
				Hours beyond the Time Table (HB)			
1	Framing words and sentences	Assignment		3			
2		Seminar					
3		Peer teaching					
4	NA	Industrial Visit	NA	NA			

**Resources [Citation style differs for each Programme, Kindly use the citation style (APA, MLA etc ) applicable for your domain. This has been advised by the University Nominees and Experts last time]**

**Reference Book**

**R1**

A Complied book, covering all the topics of the syllabus prepared by the Department of Hindi.

**Text Books**

<b>T1</b>	प्रश्नोत्तर सहित राष्ट्रभाषा पाठ्य सामग्री   दक्षिण भारत हिन्दी प्रचार सभा, मद्रास   हिन्दी प्रचार प्रेस, त्यागराय नगर, चेन्नै:17, पहला संस्करण - मई,2016: दूसरा संस्करण - मार्च,2017: मुद्रक
<b>T2</b>	प्रश्नोत्तर सहित राष्ट्रभाषा पाठ्य सामग्री  दक्षिण भारत हिन्दी प्रचार सभा, मद्रास  हिन्दी प्रचार प्रेस त्यागराय नगर, चेन्नै:17,पहला संस्करण - मई,2016:दूसरा संस्करण – मार्च,2017: मुद्रक
<b>T3</b>	हिन्दी व्याकरण प्रवेशिका -1दक्षिण भारत हिन्दी प्रचार सभा, मद्रास  हिन्दी प्रचार प्रेस ,चेन्नै:17,पहला संस्करण - सितम्बर,2011: दूसरा संस्करण - नवम्बर,2017: मुद्रक
<b>T4</b>	Dr.K.M.Chandra Mohan. Hindi Vatayan. Viswavidhalaya Prakashan Chowk, Varanasi-221001:Print. 67 &68
<b>Web Resources</b>	
W1	<a href="http://hindi.swiftutors.com/hindi-self-introduction.html">http://hindi.swiftutors.com/hindi-self-introduction.html</a>
W2	<a href="http://www.linguanaut.com/english_hindi.htm#ixzz6JaMa5AJR">http://www.linguanaut.com/english_hindi.htm#ixzz6JaMa5AJR</a>
<b>E – Books /Library INFLIBNET RESOURCES</b>	
E1	
E2	
E3	
E4	
<b>Topics beyond Syllabus</b>	
M1	NA
M2	NA
M3	NA
<b>PORTION FOR EXAMINATION</b>	





<b>Assessment Indirect</b>							
			<b>Yes/No</b>	<b>Yes/No</b>	<b>Yes/No</b>		
Assessment of Course Outcome by Student Feedback			Yes				
Feedback from Alumni			No				
Feedback from Educational Experts			Yes				
Feedback from Parents			No				
<b>Prepared by</b>							
<b>Designation</b>			<b>Name</b>	<b>Signature</b>		<b>Date</b>	
Course Coordinator / In-charges			<b>Mrs.S. Neela</b>				
Module Coordinator ( One person who would coordinate all Courses in a Programme according to OBE )							
<b>Approved by</b>							
	<b>Name</b>	<b>Signature</b>	<b>Seal</b>	<b>Date</b>			
<b>HoD</b>	<b>Mrs.S.Neela</b>						

<b>Dean Acade mics</b>	<b>Dr.S.Priya</b>						
<b>Princi pal</b>	<b>Dr.R.Sujatha</b>						

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**  
**COURSE PLAN – 2020 – 21 (ODD SEMESTER)**

<b>Name of the Programme : B.Sc (Animation, Viscom, CS, Networking, FIS, FS&amp;PM)</b>			
<b>Title of the Course : General English III</b>			<b>Course Code: 19UGE302</b>
<b>Year / Semester: II YEAR / III SEMESTER</b>		<b>Section:</b>	<b>Total No. of Students:</b>
<b>No.Of Credits: 3</b>			<b>Total no. of Contact hours: 45</b>
<b>Course Teacher (s) Name : Mrs.R.Suganthi Hepzibha, Ms.T.S.Sridevi, Mr.C.Senthilkumar and Mr.V.V.Sundaram</b>			

S. No	Topic	Reference / text Book Page No.	Teaching Aids	Mode of Delivery No. of Hours		
				L	T	P
<b>Unit I</b>						
1	SWOC - Introduction	R1-1 / R 06, 03	BB	3		
2	Strength, Weaknesses	R1-3 / R 06, 03	BB/PPT/V	3		
3	Opportunities, Threats	R1-6 / R 06, 03	BB	3		
<b>Unit II</b>						
1	Of Ambition	R1-12	BB/V	3		
2	Of Studies	R1-20	BB/V	3		
3	Of Truth	R1-25	BB/V	3		
<b>Unit III</b>						

1	Word Formation (Compound Words and Affixes)	<b>R1-31</b>	<b>PPT</b>	2	1	
2	Direct and Indirect Speech	<b>R1-33</b>	<b>PPT</b>	2	1	
3	Question Tags	<b>R1-35</b>	<b>PPT</b>	2	1	
<b>Unit IV</b>						
1	Synonyms and Antonyms (25 + 25)	<b>R1-36 / R 04</b>	<b>BB</b>	2	1	
2	Idioms and Phrases (50)	<b>R1-42 / R 04</b>	<b>BB</b>	2	1	
3	One Word Substitution (50)	<b>R1-46 / R 04</b>	<b>BB</b>	2	1	
<b>Unit V</b>						
1	Correct usage of Nouns and Pronouns	<b>R1</b>	<b>BB/PPT</b>	2	<b>1</b>	
2	Correct usage of Adjectives	<b>R1</b>	<b>BB/PPT</b>	2	<b>1</b>	
3	Spotting the errors (Nouns, Pronouns and Adjectives)	<b>R1</b>	<b>BB/PPT</b>	2	<b>1</b>	

\* L - Lecture T - Tutorial (Problems / Example Programs / Revision Classes ) P - Practical

\* LCD / PPT / Black Board (BB) / Worksheet(Ws) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open educational resources (OER) media that are freely accessible, Google tools like Drive (GRV) , Google Docs (GDo), and Google Slides(GS) and Whiteboards(WB),Wikipedia (W) any other tools may also be included.  
[Mark the abbreviation in the teaching aids column]

#### Text Books

**T1** | General English-III, A Compiled book, covering all the topics of the syllabus prepared by the Department of English.

#### Reference Books

R1	Bacon Francis. <b>Complete Essays</b> . Dover Publications: Dover Ed edition, 2008. Print.
R2	Srivasan Hema. <b>Communication Skills</b> . Bangalore: Frank Brothers & Co. Ltd, 2004. Print.
R3	Wren & Martin. <b>High School English Grammar &amp; Composition</b> . India: S.Chand & Company Ltd, 1995. Print.
R4	G.Radhakrishna Pillai. <b>Emerald English Grammar and Composition</b> . Bangalore: Emerald Publisher, 1998. Print.
R5	Dr.K.Alex. <b>Soft Skills</b> . New Delhi: S.Chand& Company Ltd, 1997. Print.
R6	Dr. Gupta C.B. <b>Business Correspondence &amp; Reporting -Business Law, Business Correspondence &amp; Reporting (CA-Foundation)</b> . New Delhi: Taxmann, 2018. Print.
R7	A.P.Bhardwaj. <b>General English for Competitive Examinations</b> . New Delhi: Dorling Kindersley (India) Pvt. Ltd, 2013. Print.
<b>E – Books /Library INFLIBNET RESOURCES</b>	
E1	<a href="https://nlist.inflibnet.ac.in/search/Record/EBC483375">https://nlist.inflibnet.ac.in/search/Record/EBC483375</a>
E2	<a href="https://nlist.inflibnet.ac.in/search/Record/EBC481114">https://nlist.inflibnet.ac.in/search/Record/EBC481114</a>
E3	<a href="https://nlist.inflibnet.ac.in/search/Record/EBC1864716">https://nlist.inflibnet.ac.in/search/Record/EBC1864716</a>

### Gaps in the Syllabus

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) /
				Hours beyond the Time Table (HB)
1	Self Introduction	Assignment		3
2	Extempore	Seminar	3	
3	On Any Modules	Peer teaching	2	
4	NA	Industrial Visit	NA	NA

Proposed Actions can be Assignments , Seminars, Peer Teaching, Industrial Visit , Others (if any)

### COURSE PLAN FOR CONTENT BEYOND SYLLABUS

Sl.N	Module	Lecture	Planned	Date	Time	Total No of Hours Allotted
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<b>O</b>			<b>Topics</b>			
1	1	Lecture1	Lecture 1	Newspaper/Article reading		
2	2	Lecture2	Lecture 2	Collecting & Reporting News		
3	3	Lecture3	Lecture 3	Learning a New Word Everyday		
4	4	Lecture 4	Lecture 4	Public Speaking		

<b>PORTION FOR EXAMINATION</b>			
<b>Sl. No.</b>	<b>Mode</b>	<b>Proposed Portions to be Covered</b>	<b>Proportion (Portion) in Percentage (to be decided by the Department)</b>
1	SLIP / CLASS TEST	UNIT - I	15%
2	I INTERNAL	UNIT - I, II, V	50%
3	II INTERNAL	UNIT - III, IV, V	50%
4	Summative Examination	ALL 5 UNITS	100%

**Prepared by**

<b>Designation</b>	<b>Name</b>	<b>Signature</b>
Course Coordinator / In-charges	Mr.C.Senthilkumar	

Module Coordinator	Mrs.R.Suganthi Hepzibha	
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Approved by			
	Name	Signature	Date
HoD	Mrs.R.Suganthi Hepzibha		
Dean Academics	Dr.S.Priya		
Principal	Dr.R.Sujatha		

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**  
**COURSE PLAN – 2021 – 22 (ODD SEMESTER)**

<b>Name of the Programme:</b>	Animation	<b>Programme Code:</b>	AN1003
<b>Course Name:</b>	Basic 3D Concepts – Theory	<b>Course Code:</b>	20AN303
<b>Year / Semester</b>	II/III	<b>Section</b>	-
<b>Total No. of Students</b>	30	<b>No. of Credits</b>	2
<b>Corresponding lab Paper</b>	Yes	<b>Total No. of Contact Hours</b>	30
<b>Course Teacher Name</b>	S.SARAVANAN		



Sl. No.	TOPIC	Referen ce / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>UNIT – I (Intro to 3D Concepts)</b>							
1.1	Basic 3Ds Max Interface		<b>Autodesk 3Ds Max</b>			<b>1</b>	<b>1</b>
1.2	3D Concepts and User Interface					<b>1</b>	<b>2</b>
1.3	Controlling & Configuring the viewports					<b>1</b>	<b>3</b>
1.4	Working with files importing & exporting					<b>1</b>	<b>4</b>
1.5	Creating & Editing Primitive Objects					<b>2</b>	<b>6</b>
1.6	Cloning Objects & creating Arrays					<b>1</b>	<b>7</b>
1.7	Grouping, Linking & Parenting objects					<b>1</b>	<b>8</b>
<b>UNIT – II (Basic Modeling)</b>							
2.1	Introducing Modifiers					<b>1</b>	<b>9</b>
2.2	Drawing & Editing 2D Splines					1	
2.3	Modeling with Polygons					1	
2.4	Working with Patch geometry					1	
2.5	Editing geometry					1	

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery		Cumulative Hours
<b>UNIT – III (Basic Materials &amp; Texturing)</b>						
3.1	Understanding material properties Material/Map Browser		<b>Autodesk 3Ds Max</b>			1
3.2	Creating & applying standard Materials					1
3.3	Working with Maps					1
3.4	Unwrapping UVs and mapping textures					1
3.5	Mental Ray and Arnold Materials					1
<b>UNIT – IV (Basic Animation)</b>						
4.1	Using the Time Controls		<b>Autodesk 3Ds Max</b>			1
4.2	Working with Keys					1
4.3	Using the motion panel					1
4.4	Animating Objects					1
<b>UNIT – V (Basic Lighting &amp; Camera techniques)</b>						
5.1	Basics of Lighting		<b>Autodesk 3Ds Max</b>			1
5.2	Types of Light					1
5.3	Creating and positioning Light Objects, Manipulating light parameters					1
5.4	Sunlight & Daylight systems					1
5.5	Types of Camera					1
5.6	Camera settings and resolution					1

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
5.7	Rendering parameters					1	
5.8	Mental ray and Arnold renderer					1	
<b>TOTAL HOURS</b>							<b>30</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet (WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV), Google Docs (GDO), and Google Slides (GS), Google Forms (GOF) and Whiteboards (WB), Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

#### Text Book:

Autodesk 3Ds Max 2015 Essentials (Autodesk Official Training Guides) by Randi L. Derakhshani, Dariush Derakhshani, publisher - Sybex

#### Reference Books:

1. 3Ds Max 2015 by Kelly.L.Murdock, publisher – Wiley India.

#### Web Resources

01. <http://docs.autodesk.com/3DSMAX/16/ENU/3ds-Max-Tutorials/index.html?url=files/GUID-CA00CAEF-8168-46D9-85C1-CA9EEB4D0D7A.htm,topicNumber=d30e323>
02. <https://3dtotal.com/tutorials/t/beginners-guide-to-3ds-max-01-introduction-the-interface-isaac-oster-beginners-fundamentals#article-video>

### Gaps in the Syllabus

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
1.	Webinar on 3D Concept	Webinar	3	HB

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)

### COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
1					

### PORTION FOR EXAMINATION

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	<b>SLIP / CLASS TEST</b>	<b>Unit – I</b>	<b>20%</b>
2.	<b>I INTERNAL</b>	<b>Unit – I, II, III</b>	<b>50%</b>
3.	<b>II INTERNAL</b>	<b>Unit – III, IV, V</b>	<b>50%</b>

4.	<b>End Semester Examination</b>	<b>Unit I to V</b>	<b>100%</b>
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Designation	Prepared by		
	Name	Signature	Date
Course Coordinator / In-charge	S.Saravanan		
Programme Coordinator	Mr.M.Abdul Aziz Hakkim		

Approved by			
	Name	Signature	Date
HoD	Mr.P.Kishore Kumar		
Dean Academics	Dr.S.Priya		
Principal	Dr.R.Sujatha		

**Subbalakshmi Lakshmipathy College of Science, Madurai**  
**Department of Animation - Activity Sheet**

<b>Name of the Programme:</b>			B.Sc., Animation	
<b>Name of the Course:</b>			Basic 3D Concept - Theory	
<b>Name of the Course Faculty:</b>			S.SARAVANAN	
<b>Class:</b>			II Year	
<b>Academic Year:</b>			2020-21	
<b>S. No</b>	<b>Exercise No.</b>	<b>Exercise</b>	<b>Unit</b>	<b>No. of Hours</b>
5.	5.	Submit Record note with procedure for Staircase	I	2
6.	6.	Submit Record note with procedure for Dinner set	II	2
7.	7.	Submit Record note with procedure for Curtain	II	2
8.	8.	Submit Record note with procedure for applying texture to kitchen cabinets	III	2
9.	9.	Submit Record note with procedure for applying texture to living room	III	2
10.	10.	Submit Record note with procedure for applying texture to exterior set	III	2
11.	11.	Submit Record note with procedure for Car Animation	IV	2
12.	12.	Submit Record note with procedure for Walk Cycle	IV	2
13.	13.	Submit Record note with procedure for Curtain animation	IV	2
14.	14.	Submit Record note with procedure for Light animation	IV	2
15.	15.	Submit Record note with procedure for Interior lighting	V	2
16.	16.	Submit Record note with procedure for Night light	V	2
17.	17.	Submit Record note with procedure for 360° Camera Animation	V	2
18.	18.	Submit Record note with procedure for AO and Wireframe Render pass	V	2
19.	19.	Submit Record note with procedure for Sequence render	V	2
<b>Total Hours</b>				<b>30</b>

**Course In-Charge****Programme Coordinator****HoD****Dean****Principal****SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE****COURSE PLAN – 2020 – 21 (ODD SEMESTER)**

<b>Name of the Programme:</b>	Animation	<b>Programme Code:</b>	AN1003
<b>Course Name:</b>	Advanced Cartoon Animation - Practical	<b>Course Code:</b>	20AN304 P
<b>Year / Semester</b>	II/III	<b>Section</b>	-
<b>Total No. of Students</b>	30	<b>No. of Credits</b>	3
<b>Corresponding lab Paper</b>	No	<b>Total No. of Contact Hours</b>	60
<b>Course Teacher Name</b>	S.Praveen Kumar		

Sl. No.	TOPIC	Reference / Text Book Page No	*Teachi ng Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>UNIT – Animal Walk &amp; Run</b>							
1.1	Four types of Animal Locomotion	<b>3</b>				<b>P</b>	<b>2</b>
1.2	Animal Leg & Foot Construction	<b>4-7</b>				<b>P</b>	<b>4</b>
1.3	Animal with Paws	<b>7-11</b>				<b>P</b>	<b>6</b>

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery			Cumulative Hours
1.4	Animal with Cloven Feet	12-17				P	8
1.5	Animal with Hooves	18-23				P	10
1.6	Flat Feet. Animal Runs	24-27				P	12
1.7	Trotting Canter galloping	28-31				P	14
1.8	Transverse gallops & Canter	32-37				P	16
<b>UNIT – II Animation of Fish &amp; Snakes</b>							
2.1	Two Swimming types of fish	1-4				P	18
2.2	Schooling (shoaling)	5-14				P	19
2.3	Swimming mammals & Flat Fish – Rays, fins	34-48				P	21
2.4	Snakes – Basic Movement	76-117				P	22
2.5	Concertina movement	55-63				P	23
2.6	Crota line (Side winder) movement	18-23				P	24
<b>UNIT – III Animation of Birds &amp; Insects</b>							
3.1	Flying – Take off from surface	64-75				P	26
3.2	Mid flight /faster	118-125				P	28
3.3	Hover	126-138				P	30
3.4	Glide	150-162				P	32
3.5	Landing	163-176				P	34



Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery			Cumulative Hours
3.6	Reach the surface – Wings	<b>177-185</b>				<b>P</b>	<b>36</b>
3.7	Insects & humming bird	<b>186-193</b>				<b>P</b>	<b>38</b>
3.8	Flying – blur action movement	<b>194-200</b>				<b>P</b>	<b>40</b>
<b>UNIT – IV Body Language</b>							
4.1	General Body Language	<b>401</b>				<b>P</b>	<b>41</b>
4.2	Basic body postures	<b>410</b>				<b>P</b>	<b>42</b>
4.3	Responsive	<b>412</b>				<b>P</b>	<b>43</b>
4.4	Reflective	<b>430</b>				<b>P</b>	<b>44</b>
4.5	Fugitive	<b>441</b>				<b>P</b>	<b>45</b>
4.6	Combative	<b>460</b>				<b>P</b>	<b>46</b>
4.7	Palm, hand, arm gestures	<b>478</b>				<b>P</b>	<b>48</b>
4.8	Leg gestures.	<b>441</b>				<b>P</b>	<b>50</b>
<b>UNIT – V Facial Expression</b>							
5.1	Emotions a. Happiness b. Sadness c. Surprise d. Fear e. Anger	<b>2-12</b>				<b>P</b>	<b>54</b>
5.2	Disgust & contempt	<b>13-22</b>				<b>P</b>	<b>56</b>

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
5.3	Interest pain & distress	23-46				P	58
5.4	Lip Synchronization	55-71				P	60
<b>TOTAL HOURS</b>							<b>60</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet (WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV), Google Docs (GDO), and Google Slides (GS), Google Forms (GOF) and Whiteboards (WB), Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

### Text Book

2. *Character Animation in 3D* by Steveroberts, publisher-Focal Press

### Reference Books

3. Goldstein 1993 “*Figure Drawing*” Prentice Hall New Jersey
4. Ambrose 2005 “*Color*” AVA Publishing SA London
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. Stop Motion: Craft Skills for Model Animation by Susannah Shaw (Focal Press)

8. The ADVANCED Art of Stop Motion Animation by Ken A. Priebe(Course Technology)
9. From pencil to pixel by Tony White
10. Animation process by Preston Blair
11. Fundamental of Communication Research by Dr. Dr. Anamika Ray, Gauhati University, India (PPT)

### Bibliography:

- Coyle, R. (2010) Drawn to sound: animation film music and sonicity. Vol. Genre, music and sound. London: Equinox Publishing.
- Animation - Creative Industries - Creative Skillset (n.d.) Available from [http://creativeskillset.org/creative\\_industries/animation](http://creativeskillset.org/creative_industries/animation).

### Web Resources

- Vaux, R., 2014. The History Of 2D Animation | Ehow. [online] eHow. Available at: [http://www.ehow.com/about\\_6394473\\_history-2d-animation.html](http://www.ehow.com/about_6394473_history-2d-animation.html)
- Pedia, W., n.d. Flash Animation. [online] Wikipedia. Available at: [https://en.wikipedia.org/wiki/Flash\\_animation](https://en.wikipedia.org/wiki/Flash_animation)
- Tang, S., 2014. Unit 3 2D Animation: Pioneers And Developers Of Animation. [online] Sophiatang1997.blogspot.co.uk. Available at <http://sophiatang1997.blogspot.co.uk/2014/09/pioneers-and-developers-of-animation.html>

### Gaps in the Syllabus

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
1.	Nil			
2.				

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)

### COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
1	Nil				

### PORTION FOR EXAMINATION

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	<b>SLIP / CLASS TEST</b>	<b>Unit – I</b>	<b>20%</b>
2.	<b>I INTERNAL</b>	<b>Unit – I, II, III</b>	<b>50%</b>
3.	<b>II INTERNAL</b>	<b>Unit – III, IV, V</b>	<b>50%</b>
4.	<b>End Semester Examination</b>	<b>Unit I to V</b>	<b>100%</b>

Designation	Prepared by		
	Name	Signature	Date
Course Coordinator / In-charge	S.Praveen Kumar		
Programme Coordinator	Mr.M.Abdul Aziz Hakkim		

Approved by			
	Name	Signature	Date

HoD	Mr.P.Kishore Kumar		
Dean Academics	Dr.S.Priya		
Principal	Dr.R.Sujatha		

<b>Subbalakshmi Lakshmipathy College of Science, Madurai</b>				
<b>Department of Animation - Activity Sheet</b>				
<b>Name of the Programme:</b>			B.Sc., Animation	
<b>Name of the Course:</b>			Advanced Cartoon Animation - Practical	
<b>Name of the Course Faculty:</b>			Mr. S.Praveen Kumar	
<b>Class:</b>			II Year	
<b>Academic Year:</b>			2020-21	
S. No	Ex. No.	Exercise	Unit	No. of Hours
1	1	Four types of Animal Locomotion	1	2
2	2	Animal Leg & Foot Construction	1	2
3	3	Animal with Paws	1	2
4	4	Animal with Cloven Feet	1	2
5	5	Animal with Hooves	1	2
6	6	Flat Feet. Animal Runs	1	2
7	7	Trotting Canter galloping	1	2
8	8	Transverse gallops & Canter	1	2
9	9	Two Swimming types of fish	2	2
10	10	Schooling (shoaling)	2	1
11	11	Swimming mammals & Flat Fish – Rays, fins	2	2
12	12	Snakes – Basic Movement	2	1

13	13	Concertina movement	2	1
14	14	Crota line (Side winder) movement	2	1
15	15	Flying – Take off from surface	3	2
16	16	Mid flight /faster	3	2
17	17	Hover	3	2
18	18	Glide	3	2
19	19	Landing	3	2
20	20	Reach the surface – Wings	3	2
21	21	Insects & humming bird	3	2
22	22	Flying – blur action movement	3	2
23	23	General Body Language	4	1
24	24	Basic body posters	4	1
25	25	Responsive	4	1
26	26	Reflective	4	1
27	27	Fugitive	4	1
28	28	Combative	4	1
29	29	Palm,hand,arm gestures	4	2
30	30	Leg gestures.	4	2
31	31	Emotions	5	4
32	32	Disgust & contempt	5	2
33	33	Interest pain & distress	5	2
34	34	Lip Synchronization	5	2
Total Hours				60

**Course In-Charge**

**Programme Coordinator**

**HoD**

**Dean**

**Principal**

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**

### COURSE PLAN – 2021 – 22 (ODD SEMESTER)

<b>Name of the Programme:</b>	Animation	<b>Programme Code:</b>	AN1003
<b>Course Name:</b>	Basic 3D Modeling –Practical	<b>Course Code:</b>	20AN305 P
<b>Year / Semester</b>	II/III	<b>Section</b>	-
<b>Total No. of Students</b>	30	<b>No. of Credits</b>	4
<b>Corresponding lab Paper</b>	Yes	<b>Total No. of Contact Hours</b>	60
<b>Course Teacher Name</b>	S.SARAVANAN		

Sl. No.	TOPIC	Referen ce / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>UNIT – I (Industrial Design Concepts)</b>							
1.1	Concepts in Industrial Design	36 – 43	<b>Autodesk 3Ds Max</b>			<b>1</b>	<b>1</b>
1.2	Tools Used in Product design					<b>1</b>	<b>2</b>
1.3	SP-Line modeling					<b>2</b>	<b>4</b>
1.4	Creating & editing 2D SP-Lines					<b>2</b>	<b>6</b>
1.5	Using SP-Line Modifier					<b>2</b>	<b>8</b>
1.6	Modeling a Property model with SP-Lines					<b>2</b>	<b>10</b>
1.7	Creating Spline Surface					<b>2</b>	<b>12</b>

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery		Cumulative Hours	
					No of Hours		
<b>UNIT – II (Using Polygons for Modeling)</b>							
2.1	Polygon Modeling	55 - 69  137 - 188	<b>Autodesk 3Ds Max</b>			<b>2</b>	<b>14</b>
2.2	Editing poly objects					<b>2</b>	<b>16</b>
2.3	Edit poly Modifiers					<b>4</b>	<b>20</b>
2.4	Converting to Polygons					<b>1</b>	<b>21</b>
2.5	Graphite modeling tools					<b>2</b>	<b>23</b>
2.6	Object painting tools					<b>1</b>	<b>24</b>
<b>UNIT – III (Using Patch Surfaces)</b>							
3.1	Using Surface patches	75 - 101	<b>Autodesk 3Ds Max</b>			<b>2</b>	<b>26</b>
3.2	The Tri Patch					<b>2</b>	<b>28</b>
3.3	The Quad Patch					<b>2</b>	<b>30</b>
3.4	Creating & Editing Patches					<b>4</b>	<b>34</b>
3.5	Using Modifiers on patch objects					<b>2</b>	<b>36</b>
<b>UNIT – IV (Compound Objects)</b>							
4.1	Understanding Compound objects					<b>2</b>	<b>38</b>
4.2	Using Operand A and B					<b>2</b>	<b>40</b>



Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
4.3	Boolean objects Union, Separation, Intersection, Cut, Refine		<b>Autodesk 3Ds Max</b>			<b>4</b>	<b>44</b>
4.4	Conform objects, Shape merge objects, terrain object, Connect & Loft, Mesher and Morphed object					<b>4</b>	<b>48</b>
<b>UNIT – V (Using Modifiers for Modeling)</b>							
5.1	Edit geometry modifiers	55 - 69  137 - 188	<b>Autodesk 3Ds Max</b>			<b>1</b>	<b>49</b>
5.2	Miscellaneous modifiers					<b>1</b>	<b>50</b>
5.3	Sub-division surface modifiers					<b>1</b>	<b>51</b>
5.4	Architecture modeling: exterior building modeling					<b>1</b>	<b>52</b>
5.5	Assessment of measurements					<b>1</b>	<b>53</b>
5.6	Interior modeling: Room setups and property models					<b>2</b>	<b>55</b>
5.7	Exterior modeling: Natural scene and light matching					<b>1</b>	<b>56</b>
5.8	Environment modeling: Game environment					<b>2</b>	<b>58</b>
5.9	Vehicle modeling concepts for automobile and industrial design					<b>2</b>	<b>60</b>
<b>TOTAL HOURS</b>							<b>60</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet (WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV), Google Docs (GDO), and Google Slides (GS), Google Forms (GOF) and Whiteboards (WB), Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

#### Text Book:

Autodesk 3Ds Max 2015 Essentials (Autodesk Official Training Guides) by Randi L. Derakhshani, Dariush Derakhshani, publisher - Sybex

#### Reference Books:

12. 3Ds Max 2015 by Kelly.L.Murdock, publisher – Wiley India.

#### Web Resources

01. <http://docs.autodesk.com/3DSMAX/16/ENU/3ds-Max-Tutorials/index.html?url=files/GUID-CA00CAEF-8168-46D9-85C1-CA9EEB4D0D7A.htm,topicNumber=d30e323>

02. <https://www.tutorialboneyard.com/3ds-max-modeling-beginner-tutorials/>

#### Gaps in the Syllabus

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
1.	Webinar on Media Research	Webinar	5	Autocad

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)

#### COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
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1					
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### PORTION FOR EXAMINATION

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	<b>SLIP / CLASS TEST</b>	<b>Unit – I</b>	<b>20%</b>
2.	<b>I INTERNAL</b>	<b>Unit – I, II, III</b>	<b>50%</b>
3.	<b>II INTERNAL</b>	<b>Unit – III, IV, V</b>	<b>50%</b>
4.	<b>End Semester Examination</b>	<b>Unit I to V</b>	<b>100%</b>

Designation	Prepared by		
	Name	Signature	Date
Course Coordinator / In-charge	S.Saravanan		
Programme Coordinator	Mr.M.Abdul Aziz		

	Hakkim		
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Approved by			
	Name	Signature	Date
HoD	Mr.P.Kishore Kumar		
Dean Academics	Dr.S.Priya		
Principal	Dr.R.Sujatha		

**SubbalakshmiLakshmipathy College of Science, Madurai****Department of Animation - Activity Sheet**

<b>Name of the Programme:</b>		B.Sc., Animation		
<b>Name of the Course:</b>		Basic 3D Modelling - Practical		
<b>Name of the Course Faculty:</b>		S.SARAVANAN		
<b>Class:</b>		II Year		
<b>Academic Year:</b>		2020-21		
<b>S. No</b>	<b>Exercise No.</b>	<b>Exercise</b>	<b>Unit</b>	<b>No. of Hours</b>
20.	20.	Create Building floor plan using SP-Line	I	1
21.	21.	Create Staircase using clone	II	1
22.	22.	Create Cart using geometry objects	II	1
23.	23.	Create pillars by Editing poly objects	II	1
24.	24.	Create Dinning Table set by polygon modelling	II	2
25.	25.	Create ice-cream cone using Surface patch	III	1
26.	26.	Create wine Glass using patch modifier	III	1
27.	27.	Create Creative Steel gate using Boolean	IV	1
28.	28.	Create Bridge using Loft	IV	2
29.	29.	Create Exterior Building	V	3
30.	30.	Create Kitchen Unit	V	2
31.	31.	Create set model for living room	V	3
32.	32.	Create outdoor scene	V	3
33.	33.	Create Street view Environment	V	3
34.	34.	Create Car Model	V	5
<b>Total Hours</b>				<b>30</b>

**Course In-Charge****Programme Coordinator****HOD****Dean****Principal****SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE****COURSE PLAN – 2021 – 22 (ODD SEMESTER)**

<b>Name of the Programme:</b>	Animation	<b>Programme Code:</b>	AN1003
<b>Course Name:</b>	Basic Texturing, Lighting & Rendering–Practical	<b>Course Code:</b>	20AN306P
<b>Year / Semester</b>	II/III	<b>Section</b>	-
<b>Total No. of Students</b>	30	<b>No. of Credits</b>	4
<b>Corresponding lab Paper</b>	Yes	<b>Total No. of Contact Hours</b>	60
<b>Course Teacher Name</b>	M.PURUSHOTHAMAN		

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>UNIT – I Intro to Shading Materials &amp; Maps</b>							
1.1	Understanding the Material Map browser Slate mode, Basic mode and View port display		Autodesk Maya &			2	2
1.2	Understanding the difference between materials, shaders, maps and Using the Multi/Sub - Object Material					2	4

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
1.3	creating transparent maps, Using the Raytrace Material and reflection maps		PPT			2	6
1.4	Mental ray materials, Autodesk shaders and shaders type.					2	8
1.5	Autodesk mirrors and glass materials, Architecture materials, Mental ray materials					2	10
1.6	Applying materials for particle system, Animating textures					2	12
<b>UNIT – II Texturing &amp; Unwrapping</b>							
2.1	Understanding UVW Map and Unwrap		Autodesk Maya & PPT			2	14
2.2	Unwrapping techniques and Automatic mapping techniques					2	16
2.3	Unwrap modifiers and the unwrap editor					2	18
2.4	Unwrapping & mapping the set models					2	20
2.5	Snapshot the UV and working with photoshop					2	22
2.6	creating environmental maps, Creating textures by using Photoshop, Texture a complete architecture model, Texturing a full character using SSS materials					2	24
<b>UNIT – III Understanding Lights</b>							
3.1	Introduction to lighting, Understanding the Physics of lighting, Types of shadows, Understanding the shadows and properties of shadows		Autodesk Maya			3	27

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
3.2	How lights affects the materials and shaders, How lights changes the mood of the environment, Attenuation in lights and decay in lights,		& PPT			2	29
3.3	Basic workflow, types of Light & properties, Lights and common parameters & Shadow					2	31
3.4	Physical day lights and Azimuth setup, Physical sky lights and physical sunlight, Image Based Lighting					2	33
3.5	Mental ray lights and its properties, Mental ray shaders, caustics and GI, Photometric lights & parameters, Light listers					3	36
<b>UNIT – IV Understanding Camera</b>							
4.1	Types of cameras		Autodesk Maya & PPT			1	37
4.2	Creating an animating camera, Camera setting and resolution					2	39
4.3	Camera workflows, types and parameters					3	42
4.4	Horizon & perspective, Animating cameras					2	44
4.5	Camera rendering effects, DOF, Motion blur					4	48
<b>UNIT – V Rendering Techniques</b>							
5.1	Rendering setup window, Rendering types and usages in		Autode			2	50



Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
	production, Rendering Raytracing		sk Maya & PPT				
5.2	Mental ray render engine, Scan line rendering setup					<b>2</b>	<b>52</b>
5.3	Rendering with Passes - Rendering Ambient Occlusion, Rendering Depth map, shadows, Rendering Normal maps, Rendering light maps, Linking materials with lights.					<b>3</b>	<b>55</b>
5.4	Creating Environmental maps for rendering, Setting up the environment and rendering setup, managing the psd texture network for final render.					<b>3</b>	<b>58</b>
5.5	Video post rendering, Render effects like camera blur, motion blur, depth of field, raytracing etc.					<b>2</b>	<b>60</b>
<b>TOTAL HOURS</b>							<b>60</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet (WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV), Google Docs (GDO), and Google Slides (GS), Google Forms (GOF) and Whiteboards (WB), Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

### Text Book

1. *Autodesk 3ds Max 2015 Essentials (Autodesk Official Training Guides)* by Randi L. Derakhshani, Dariush Derakhshani, publisher- Sybex.
2. *Essential CG Lighting Techniques with 3ds Max*, Third Edition (Autodesk Media and Entertainment Techniques) by Digital Publisher- Focal Press;

### Reference Books

13. *Mastering Autodesk 3ds Max Design 2015* by Mark Gerhard, Jeffrey Harper, publisher-Sybex.

14. *Realistic Architectural Visualization with 3ds Max and mental ray* By Roger Cusson and Jamie Cardoso

**Web Resources**

<http://docs.autodesk.com/3DSMAX/16/ENU/3ds-Max-Tutorials/index.html?url=files/GUID-CA00CAEF-8168-46D9-85C1-CA9EEB4D0D7A.htm,topicNumber=d30e323>

**Gaps in the Syllabus**

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
1.	Webinar on Texturing	Webinar	3	HB

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)

**COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)**

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
1	2	Google Classroom	Tutorial	Unwrapping Techniques	5
2	5	Google Classroom	Tutorial	Arnold Render	5

**PORTION FOR EXAMINATION**

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	<b>SLIP / CLASS TEST</b>	<b>Unit – I</b>	<b>20%</b>

2.	<b>I INTERNAL</b>	<b>Unit – I, II, III</b>	<b>50%</b>
3.	<b>II INTERNAL</b>	<b>Unit – III, IV, V</b>	<b>50%</b>
4.	<b>End Semester Examination</b>	<b>Unit I to V</b>	<b>100%</b>

Designation	Prepared by		
	Name	Signature	Date
Course Coordinator / In-charge	M.Purushothaman		
Programme Coordinator	Mr.M.Abdul Aziz Hakkim		

Approved by			
	Name	Signature	Date
HoD	Mr.P.Kishore Kumar		
Dean Academics	Dr.S.Priya		
Principal	Dr.R.Sujatha		

**Subbalakshmi Lakshmipathy College of Science, Madurai****Department of Animation - Activity Sheet**

<b>Name of the Programme:</b>		B.Sc., Animation		
<b>Name of the Course:</b>		Basic Texturing, Lighting & Rendering– Practical / 20AN306P		
<b>Name of the Course Faculty:</b>		M.Purushothaman		
<b>Class:</b>		II Year Animation		
<b>Academic Year:</b>		2020-21		
<b>S. No</b>	<b>Exercise No.</b>	<b>Exercise</b>	<b>Unit</b>	<b>No. of Hours</b>
1	1	Assign Basic Shaders	I	1
2	2	Assign Mentalray Shaders	I	1
3	3	Assign Multi/Sub object material to the box	I	2
4	4	Assign some Textures to the given model with UVW Map	II	2
5	5	Unwrap UV the Box and Assign Textures	II	2
6	6	Assign shading texturing to given model	II	2
7	7	Assign the lighting the given interior scene	III	3
8	8	Use the day Light to the given 3D Scene	III	2
9	9	Use the HDRI or Image Based Lighting to the given Scene	III	2
10	10	Put the camera with different angle to scene	IV	1
11	11	Animate the camera to the scene	IV	2
12	12	Give the DOF and Camera motion blur to the scene	IV	2
13	13	Render the scene with given resolution (Size)	V	2
14	14	Render as sequence the given scene	V	2
15	15	Render with videopost the given scene	V	2

Total Hours	30
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**Course In-Charge**

**Programme Coordinator**

**HoD**

**Dean**

**Principal**

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE  
COURSE PLAN – 2021 – 22 (ODD SEMESTER)**

<b>Name of the Programme:</b>	Animation	<b>Programme Code:</b>	AN1003
<b>Course Name:</b>	Gaming Techniques – Practical	<b>Course Code:</b>	20AN307 P
<b>Year / Semester</b>	II/III	<b>Section</b>	-
<b>Total No. of Students</b>	30	<b>No. of Credits</b>	3
<b>Corresponding lab Paper</b>	Yes	<b>Total No. of Contact Hours</b>	45
<b>Course Teacher Name</b>	S.SARAVANAN		

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>UNIT – I (Introduction to Gaming)</b>							
1.1	Major components of a computer game and their functions					<b>1</b>	
1.2	Principles require for Game Development.					<b>1</b>	
1.3	Fundamentals of Computer Gaming Industry					<b>1</b>	
1.4	Introduction to computer Game Design					<b>1</b>	
1.5	Gaming Engines Types of Games					<b>1</b>	
1.6	Introduction to Unity					<b>2</b>	
1.7	Project Wizard					<b>1</b>	
<b>UNIT – II (Understanding Assets)</b>							
2.1	Unity User Interface					<b>2</b>	
2.2	File Format					<b>1</b>	
2.3	Importing Assets					<b>2</b>	
2.4	Game Objects Components					<b>2</b>	
2.5	Coordinates					<b>3</b>	
<b>UNIT – III (Building Game World)</b>							
3.1	Level Design					<b>2</b>	
3.2	Scene Creation					<b>3</b>	

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
3.3	Positioning					2	
3.4	Basics of Movement User Controls					2	
UNIT – IV (Adding Animation to Scene)							
4.1	Creating Animation					2	
4.2	Animation States					2	
4.3	Working with State Machine Player Physics					2	
4.4	Colliders& particle system					3	
UNIT – V (Creating Game Play Systems)							
5.1	Creating Menus & Interfaces					2	
5.2	Applying Effects					2	
5.3	Optimization					2	
5.4	Building it all together					2	
5.5	Post Development					2	
<b>TOTAL HOURS</b>							<b>45</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet (WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV), Google Docs (GDO), and Google Slides (GS), Google Forms (GOF) and Whiteboards (WB), Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

**Text Book:**

*Learning 2D Game Development with Unity: A Hands-On Guide to Game Creation* by Matthew Johnson & James A. Henley.

**Reference Books**

15. *Unity 3.x Game Development Essentials: Game development with c# and JavaScript* by David Helgason, CEO and Co-founder, Unity Technologies

**Web Resources**

<https://learn.unity.com/tutorials>

**Gaps in the Syllabus**

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
1.	Webinar on 3D Concept	Webinar	3	HB
2.				

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)

**COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)**

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
1					



### PORTION FOR EXAMINATION

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	<b>SLIP / CLASS TEST</b>	<b>Unit – I</b>	<b>20%</b>
2.	<b>I INTERNAL</b>	<b>Unit – I, II, III</b>	<b>50%</b>
3.	<b>II INTERNAL</b>	<b>Unit – III, IV, V</b>	<b>50%</b>
4.	<b>End Semester Examination</b>	<b>Unit I to V</b>	<b>100%</b>

Designation	Prepared by		
	Name	Signature	Date
Course Coordinator / In-charge	S.SARAVANAN		
Programme Coordinator	Mr.M.Abdul Aziz Hakkim		

Approved by			
	Name	Signature	Date
HoD	Mr.P.Kishore Kumar		
Dean Academics	Dr.S.Priya		
Principal	Dr.R.Sujatha		



**Subbalakshmi Lakshmipathy College of Science, Madurai**  
**Department of Animation - Activity Sheet**

<b>Name of the Programme:</b>			B.Sc., Animation	
<b>Name of the Course:</b>			Gaming Technique Practical	
<b>Name of the Course Faculty:</b>			S.SARAVANAN	
<b>Class:</b>			II Year	
<b>Academic Year:</b>			2020-21	
<b>S. No</b>	<b>Exercise No.</b>	<b>Exercise</b>	<b>Unit</b>	<b>No. of Hours</b>
1	1	Creating basic scene setup	III	4
2	2	Creating simple game system with Animation	IV	4
3	3	Creating 2D Menu for Game	V	4
4	4	Create a complete scenery with assets for game	V	8
5	5	Create a complete game	V	10
Total Hours				30

**Course In-Charge**

**Programme Coordinator**

**HoD**

**Dean**

**Principal**

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**

**COURSE PLAN – 2021 – 22 (ODD SEMESTER)**

<b>Name of the Programme : B. Sc Animation</b>				<b>Programme Code: AN1003</b>			
<b>Title of the Course : Videography - Practical</b>				<b>Course Code : 20AN308 P</b>			
<b>Year / Semester : II/III</b>		<b>Section: A</b>		<b>Total No. of Students : 30</b>			
<b>No of Credits : 4</b>		<b>Total No. of Contact Hours : 60</b>					
<b>Course Teacher (s) Name :_A.Karthikeyan</b>							
<b>Corresponding lab Paper : Yes</b>							

<b>Sl. No.</b>	<b>Unit</b>	<b>Week No.</b>	<b>Name of the Experiment</b>	<b>Page No in the Lab Manual</b>	<b>Gap in the Syllabus if any</b>	<b>Content beyond Syllabus, if any</b>	<b>No. of Hours</b>	<b>Cumulative Hours</b>
1	1	1	Parts and functions of a digital video camera	Nil	Nil	Nil	2	8
2		2	Focus, iris, zoom, shutter				1	

3		3	White balance, Gain, filters				1	
4		4	Recorder				1	
5		5	Storage units				1	
6		6	Types of Shots and Camera angles				2	
7	2	7	Lighting practice in outdoor				2	
8		8	Controlling shadow	Nil	Nil	Nil	3	
9		9	Exposure practice on various Lighting Conditions				3	16
10	3	10	Using inbuilt microphone				2	
11		11	External Microphone	Nil	Nil	Nil	3	
12		12	Audio settings and audio recording Level.				3	<b>24</b>
13	4	13	Interface of Adobe Premiere				2	40
14		14	Tools and its functions	Nil	Nil	Nil	2	
15		15	Capturing or digitizing				2	

16		16	Cut to cut editing				2	
17		17	Arranging in sequence				2	
18		18	Transition Effects				2	
19		19	Dubbing, Effects, Adding music Tracks				2	
20		20	Final mixing				2	
22	5	22	Consumer TV Ad	Nil	Nil	Nil	10	60
23		23	PSA making				10	

**Include Lab manual details and mode of assessment direct and indirect**

Designation	Prepared by		
	Name	Signature	Date
<b>Course Coordinator / Incharge</b>	<b>A.Karthikeyan</b>		
<b>Programme Coordinator</b>	Ms. Catherin Esther Roselin		

<b>Approved by</b>			
	<b>Name</b>	<b>Signature</b>	<b>Date</b>
<b>HoD</b>	Mr. Babu Shajan Kevin		
<b>Dean Academics</b>	Dr. S. Priya		
<b>Principal</b>	Dr. R. Sujatha		

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**  
**COURSE PLAN – 2021 – 22 (ODD SEMESTER)**

<b>Name of the Programme:</b>	Animation	<b>Programme Code:</b>	AN1003
<b>Course Name:</b>	NME:Film Appreciation	<b>Course Code:</b>	20AN310
<b>Year / Semester</b>	II/III	<b>Section</b>	-
<b>Total No. of Students</b>	30	<b>No. of Credits</b>	2

<b>Corresponding lab Paper</b>	Yes	<b>Total No. of Contact Hours</b>	30
<b>Course Teacher Name</b>	S.SARAVANAN		

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>UNIT – I (Acting Concepts)</b>							
1.1	History of acting		<b>PPT</b>			<b>1</b>	<b>1</b>
1.2	History of animation					<b>2</b>	<b>3</b>
1.3	Acting for animators					<b>1</b>	<b>4</b>
1.4	Acting for actors					<b>1</b>	<b>5</b>
1.5	Seven essential acting concepts					<b>1</b>	<b>6</b>
<b>UNIT – II (The Audience &amp; the Character)</b>							
2.1	Character analysis		<b>PPT</b>			<b>3</b>	<b>9</b>
2.2	Human & Creature analysis					<b>3</b>	<b>12</b>
<b>UNIT – III (How to make a Film)</b>							
3.1	Budgeting		<b>PPT</b>			<b>1</b>	<b>13</b>



<b>3.2</b>	Scripting and Screenplay					<b>2</b>	<b>15</b>
<b>3.3</b>	Raw Stock, Film Formats					<b>1</b>	<b>16</b>
<b>3.4</b>	Functions of Producer, Director, Choreographer, Lyricist, Music Director, Art Director; Production Crew Casting, Location-Post Production					<b>2</b>	<b>18</b>
<b>UNIT – IV (The Medium)</b>							
<b>4.1</b>	Recent Technological Innovations in Cinema		<b>PPT</b>			<b>3</b>	<b>21</b>
<b>4.2</b>	Distribution and Exhibition of Films in India - Film Appreciation, Film Criticism, Film Reviews.					<b>3</b>	<b>24</b>
<b>UNIT – V (Watching and Analyzing Film)</b>							
<b>5.1</b>	Watching and Analyzing Film					<b>6</b>	<b>30</b>
<b>TOTAL HOURS</b>							<b>30</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet (WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV), Google Docs (GDO), and Google Slides (GS), Google Forms (GOF) and Whiteboards (WB), Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

### Text Book

*Acting for Animators* –Ed Hooks.*Encyclopedia of Indian Cinema*, Paul Willeman, 1995, British Film Institute, New Delhi.

### Reference Books

1. Blue, Manon. *Turning Mirrors Into Windows: Teaching the Best Short Film*. Libraries Unlimited Inc. Publishers, 1984.
2. Boggs, Joseph M. *The Art of Watching Films*. Mountain View CA: Mayfield Publishing, 1991.
3. Bone, Jan and Ron Johnson. *Understanding the Film: an Introduction to Film Appreciation*. Lincolnwood IL: NTC Publishing, 1997.
4. Corrigan, Timothy. *A Short Guide to Writing About Film*. NY: Longman Publishing, 1998.

### Web Resources

Acting Concepts: <https://actingcoachscotland.co.uk/blog/principles-acting-animators-and-actors/>

- Character Analysis: [https://vision.wettintv.de/?page\\_id=210](https://vision.wettintv.de/?page_id=210)
- Make a Film: <https://www.wikihow.com/Make-a-Movie>

### Gaps in the Syllabus

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
1.	Webinar On Film making	Webinar	3	HB
2.				

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)

### COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
<b>1</b>					

### PORTION FOR EXAMINATION

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
<b>1.</b>	<b>SLIP / CLASS TEST</b>	<b>Unit – I</b>	<b>20%</b>
<b>2.</b>	<b>I INTERNAL</b>	<b>Unit – I, II, III</b>	<b>50%</b>
<b>3.</b>	<b>II INTERNAL</b>	<b>Unit – III, IV, V</b>	<b>50%</b>
<b>4.</b>	<b>End Semester Examination</b>	<b>Unit I to V</b>	<b>100%</b>

Designation	Prepared by		
	Name	Signature	Date
<b>Course Coordinator / In-charge</b>			
<b>Programme Coordinator</b>	Mr.M.Abdul Aziz Hakkim		

Approved by			
	Name	Signature	Date
<b>HoD</b>	Mr.P.Kishore Kumar		



UNIT – I Analyzing to 2D Show reels							
1.1	Analyzing to 2D Show reels		PPT			P	06
UNIT – II Analyzing 2D Animated Short Films							
2.1	Analyzing 2D Animated Short Films		PPT			P	12
UNIT – III Pre - Production							
3.1	Pre - Production		PPT			P	18
UNIT – IV Production							
4.1	Production		PPT			P	24
UNIT – V Post Production							
5.1	Post Production		PPT			P	30
<b>TOTAL HOURS</b>							<b>30</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet (WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV), Google Docs (GDO), and Google Slides (GS), Google Forms (GOF) and Whiteboards (WB), Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

**Reference Book:**

*Animation: The Mechanics of Motion* - Chris Webster (Author) 2005 Focal Press.

### **Bibliography:**

- Demo Reel Tips > Digital-Tutors (n.d.) Available from <http://www.digitaltutors.com/11/demoreel.php>.
- Pixar (n.d.) Available from <http://www.pixar.com/careers/Creating-a-Demo-Reel>.
- The Art Of Film Title Design Throughout Cinema History â?? Smashing Magazine (n.d.) Available from <http://www.smashingmagazine.com/2010/10/the-art-of-the-film-title-throughout-cinema-history/>.

### **Web References:**

- Demoreel reference: <https://www.pinterest.com/thinkinganim/demo-reels-2df-flash-tradigital-traditional-animation/>
- Improve your Demoreel: <https://www.animatorisland.com/improve-your-demo-reel/?v=3a52f3c22ed6>
- Post you Works: <https://www.artstation.com/artwork/RYALXW>

### **Gaps in the Syllabus**

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
1.	Webinar on Portfolio Development	Webinar	6	HB
2.				

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)

**COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)**

<b>1</b>					

**PORTION FOR EXAMINATION**

<b>1.</b>	<b>SLIP / CLASS TEST</b>	<b>Unit – I</b>	<b>20%</b>
<b>2.</b>	<b>I INTERNAL</b>	<b>Unit – I, II, III</b>	<b>50%</b>
<b>3.</b>	<b>II INTERNAL</b>	<b>Unit – III, IV, V</b>	<b>50%</b>
<b>4.</b>	<b>End Semester Examination</b>	<b>Unit I to V</b>	<b>100%</b>

	<b>Name</b>	<b>Signature</b>	<b>Date</b>
<b>Course Coordinator / In-charge</b>	Mr.N.Naveendra Kumar		
<b>Programme Coordinator</b>	Mr.M.Abdul Aziz Hakkim		

	<b>Name</b>	<b>Signature</b>	<b>Date</b>

<b>HoD</b>	Mr.P.Kishore Kumar		
<b>Dean Academics</b>	Dr.S.Priya		
<b>Principal</b>	Dr.R.Sujatha		

<b>Subbalakshmi Lakshmipathy College of Science, Madurai</b>				
<b>Department of Animation - Activity Sheet</b>				
<b>Name of the Programme:</b>			B.Sc., Animation	
<b>Name of the Course:</b>			Creating 2D Showreel - Practical	
<b>Name of the Course Faculty:</b>			Mr.N.Naveendrakumar	
<b>Class:</b>			II Animation	
<b>Academic Year:</b>			2020-21	
<b>S. No</b>	<b>Exercise No.</b>	<b>Exercise</b>	<b>Unit</b>	<b>No. of Hours</b>
1.	1.	2D Animation - Getaway Car	1	1
2.	2.	2D Animation Reel 2019	1	1
3.	3.	MID 2020 Reel	1	1
4.	4.	The Song For Rain	2	1
5.	5.	Umbrella	2	1
6.	6.	Thumbnail Sketches	3	1
7.	7.	Storyboard	3	2
8.	8.	Character Design	3	2
9.	9.	Prop Design	3	1
10	10.	Background Drawings	3	2



11	11.	Character Size Comparison Charts	3	1
12	12.	Creation of Animatics	3	1
13	13.	Main Poses	4	2
14	14.	Walk Cycle	4	2
15	15.	Run Cycle	4	2
16	16.	Animation	4	5
17	17.	Expression	4	1
18	18.	sound	5	1
19	19.	Tittle	5	1
20	20.	Edit	5	1
Total Hours				30

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**

**COURSE PLAN – 2020 – 2 (ODD SEMESTER)**

<b>Name of the Programme:</b>	Animation	<b>Programme Code:</b>	AN1003
<b>Course Name:</b>	Maya Dynamics - Practical	<b>Course Code:</b>	18AN502
<b>Year / Semester</b>	III/V	<b>Section</b>	A&B
<b>Total No. of Students</b>	50	<b>No. of Credits</b>	4
<b>Corresponding lab Paper</b>	-	<b>Total No. of Contact Hours</b>	60
<b>Course Teacher Name</b>	Mr.P.Kishore Kumar		

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>Unit 1: Particles System and Dynamics</b>							
1.1	Types of particles	616-621	Autodesk Maya & PPT			1	1
1.2	Particles collision event	623-629				1	2
1.3	Goal					1	3
1.4	Instancer	631-635				1	4
1.5	Particle flow					1	5

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery			Cumulative Hours	
				No of Hours				
1.6	Particle expressions	637-641				1	6	
1.7	Particle render attributes					1	7	
1.8	Active and passive rigid bodies	642-647				1	8	
1.9	Rigid body constraints					1	9	
1.10	Soft body and goal weights	650-656				1	10	
1.11	Springs					1	11	
1.12	Active key and passive key	660-670				1	12	
<b>Unit 2: Fluid effects and paint effects</b>								
2.1	2D container	719-721		Autodesk Maya & PPT			1	13
2.2	3D container	725-728					1	14
2.3	Container with emitter	729-736					1	15
2.4	Ocean and pond	742-764					1	16
2.5	Understanding paint effects	447-451				1	17	

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery			Cumulative Hours
				No of Hours			
2.6	Brushes	453-471				1	18
2.7	Painting in 3D and 2D canvas	475-486				2	20
2.8	Brush animation and curve utilities	487-490				1	21
2.9	Brush stroke attributes	491-495				1	22
2.10	Converting paint effects to polygons Nurbs and curves	496-499				2	24
Unit 3: N cloth and n particles							
3.1	Nucleus solver attributes	545-559				2	26
3.2	N mesh & n constraint	563-574				2	28
3.3	Fields	575-580				2	30
3.4	Creating cloth for props and sets	583-590				2	32
3.5	Creating cloth for characters	590-593				2	34
3.6	Types of n particles	594-602				1	35
3.7	Manipulating n particle shape node to create various effects like smoke, fire, water etc.	605-612				1	36

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery		No of Hours	Cumulative Hours
<b>Unit 4: Hair and fur</b>							
4.1	Understanding basic hair attributes	671-678	Autodesk Maya & PPT			2	38
4.2	Creating hair for a character	681-687				3	41
4.3	Understanding basic fur attributes	688-701				2	43
4.4	Creating fur for a character	701-710				3	46
4.5	Use of dynamic curves	713-717				2	48
<b>Unit 5: Basic Maya rendering workflow</b>							
5.1	Basic Maya rendering workflow	767-798	Autodesk Maya & PPT			4	52
5.2	Maya software rendering	801-814				4	56
5.3	Hardware rendering and hardware render buffer	818-825				4	60
<b>TOTAL HOURS</b>							<b>60</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet (WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV), Google Docs (GDO), and Google Slides (GS), Google Forms (GOF) and Whiteboards (WB), Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

### Text Book

*Mastering Autodesk Maya 2015* by Eric Keller, Todd Palamar & Anthony Honn, Publisher-Sybex.

### Reference Books

16. *Maya Visual Effects: The Innovator's Guide* by Eric Keller, Publisher- Sybex (March 19, 2007)

### Gaps in the Syllabus

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
1.	-	-	-	-

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)

### COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
1	-	-	-	-	-

### PORTION FOR EXAMINATION

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	SLIP / CLASS TEST	Unit – I	20%

2.	I INTERNAL	Unit – I, II, III	50%
3.	II INTERNAL	Unit – III, IV, V	50%
4.	End Semester Examination	Unit I to V	100%

Designation		Prepared by		
		Name	Signature	Date
Course Coordinator / In-charge		Mr.P.Kishore Kumar		
Programme Coordinator		Mr.M.Purushothaman		

Approved by			
	Name	Signature	Date
HoD	Mr.V.Chenthil Kumar		
Dean Academics	Dr.S.Priya		
Principal	Dr.R.Sujatha		

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**

**COURSE PLAN – 2021 – 22 (ODD SEMESTER)**

<b>Name of the Programme. : B.Sc Animation</b>		<b>Programme Code: AN1003</b>	
<b>Title of the Course : Video Editing Basics</b>		<b>Course Code: 19AN501</b>	
<b>Year / Semester : III / V</b>	<b>Section: A</b>	<b>Total No. of Students : 50</b>	
<b>No of Credits : 3</b>	<b>Total No. of Contact Hours : 45</b>		
<b>Course Teacher (s) Name: S. Gokula Krishnan</b>		<b>Corresponding lab Paper : Yes</b>	

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>UNIT - I</b>							
9.	History of film editing	2	PPT	2	0	0	8



<b>10.</b>	Principles and concepts of editing	4	PPT	2	0	0		
<b>11.</b>	Conventional method of film editing.	6	PPT		0	0		
<b>12.</b>	Introduction to video editing	7	PPT	2	0	0		
<b>13.</b>	Linear editing.	11	PPT		0	0		
<b>14.</b>	Methods of linear editing	13	PPT		0	0		
<b>15.</b>	Introduction to nonlinear editing	14	PPT	2	0	0		
<b>16.</b>	Online editing	16	PPT		0	0		
<b>17.</b>	Offline editing	17	PPT		0	0		
<b>18.</b>	Tele-cine.	18	PPT		0	0		
<b>19.</b>	Reverse tele-cine	19	PPT		0	0		
<b>20.</b>	Digital intermediate.	20	PPT		0	0		
<b>UNIT - II</b>								
<b>21.</b>	Introduction to nonlinear editing	55	PPT	2	0	0		16
<b>22.</b>	Various Operating systems and video editing software	57	PPT	2	0	0		

<b>23.</b>	Basic configuration for a nonlinear machine	58	<b>PPT</b>	2	0	0	
<b>24.</b>	Supporting equipment	60	<b>PPT</b>	2	0	0	
<b>UNIT – III</b>							
<b>25.</b>	Log in videos	62	<b>PPT</b>	2	0	0	24
<b>26.</b>	Formats	64	<b>PPT</b>		0	0	
<b>27.</b>	Systems and standards	66	<b>PPT</b>		0	0	
<b>28.</b>	Types of video files	66	<b>PPT</b>	2	0	0	
<b>29.</b>	Importing files	68	<b>PPT</b>		0	0	
<b>30.</b>	Supporting video files	69	<b>PPT</b>		0	0	
<b>31.</b>	Converting PNG, TGA images to video sequences	69	<b>PPT</b>		0	0	
<b>32.</b>	Editing tools	97	<b>PPT</b>	2	0	0	
<b>33.</b>	Editing procedures	102	<b>PPT</b>		0	0	
<b>34.</b>	Making edit decisions	104	<b>PPT</b>		0	0	
<b>35.</b>	Editing functions	106	<b>PPT</b>		0	0	

<b>36.</b>	Basic transitions effects	106	<b>PPT</b>	2	0	0	
<b>37.</b>	Basic visual effects	108	<b>PPT</b>		0	0	
<b>38.</b>	Chroma Key	108	<b>PPT</b>		0	0	
<b>39.</b>	Key Framing and Matte	109	<b>PPT</b>		0	0	
<b>UNIT – IV</b>							
<b>40.</b>	History of sound in film	70	<b>PPT</b>	2	0	0	32
<b>41.</b>	Recording studio	71	<b>PPT</b>	2	0	0	
<b>42.</b>	Recording techniques	72	<b>PPT</b>		0	0	
<b>43.</b>	Pre scoring	73	<b>PPT</b>	2	0	0	
<b>44.</b>	Dubbing\voice over	74	<b>PPT</b>		0	0	
<b>45.</b>	Audio special effects	111	<b>PPT</b>		0	0	
<b>46.</b>	Mixing console	113	<b>PPT</b>	2	0	0	
<b>47.</b>	Mixing tracks	115	<b>PPT</b>		0	0	
<b>48.</b>	Outputs (mono, stereo, and surround).	117	<b>PPT</b>	1	0	0	

<b>49.</b>	Types of audio files Audio editing software	120	<b>PPT</b>	1	0	0	
<b>UNIT – V</b>							
<b>50.</b>	Adding graphic title	161	<b>PPT</b>	2	0	0	40
<b>51.</b>	Synchronizing audio with video	162	<b>PPT</b>	2	0	0	
<b>52.</b>	Exporting video	166	<b>PPT</b>	2	0	0	
<b>53.</b>	Mastering for web , DVD and for Tape	169	<b>PPT</b>	2	0	0	
<b>TOTAL HOURS</b>							40

## Subbalakshmi Lakshmipathy College of Science, Madurai

### Department of Animation – Activity Sheet

Name of the Programme:			B.Sc., Animation	
Name of the Course:			Non-Linear Editing - Practical/19AN503P	
Name of the Course Faculty:			S. Gokula Krishnan	
Class:			III Animation	
Academic Year:			2021-2022	
S.No	Exercise No	Exercise	Unit	No. of Hours
1	1	Editing footage according to the rhythm of the song	3	3
2	2	Audio Mixing	2	2

\* L - Lecture T - Tutorial (Problems / Example Programs / Revision Classes ) P - Practical

\* LCD / PPT / Black Board (BB) / Worksheet(WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV) , Google Docs (GDO), and Google Slides(GS) , Google Forms (GOF) and Whiteboards(WB),Wikipedia (W) any other tools may also be included.

[Mark the abbreviation in the teaching aids column]

**Text Book**

T1 Grammar of edit, Roy Thompson & Christopher J. Bower, Focal Press

**Web Resources**

W1 [www.studiobinder.com](http://www.studiobinder.com)

W2 <https://www.mediacollege.com/>

**Gaps in the Syllabus**

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
1	Editing methods used in movies	Peer Teaching	2	HB

\* *Proposed Actions can be Assignments , Seminars, Peer Teaching, Industrial Visit , Others (if any)*

**COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)**

SI.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
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1	3	Webinar	PPT	Editing Pipeline Used in Cinema	2
2					
3					

**PORTION FOR EXAMINATION**

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	SLIP / CLASS TEST	Unit - 1	20%
2.	I INTERNAL	Unit - I, II, III (upto Formats)	50%
3.	II INTERNAL	Unit – III (from System standards) , IV, V	50%
4.	End Semester Examination	Unit I to V	100%

<b>Designation</b>	<b>Prepared by</b>		
	<b>Name</b>	<b>Signature</b>	<b>Date</b>

<b>Course Coordinator / In-charge</b>	Mr. S. Gokula Krishnan		
<b>Programme Coordinator</b>	Ms. A. Catherin Esther Roselin,		

<b>Approved by</b>			
	<b>Name</b>	<b>Signature</b>	<b>Date</b>
<b>HoD</b>	Mr. Babu Shajan Kevin		
<b>Dean Academics</b>	Dr. S. Priya		
<b>Principal</b>	Dr. R. Sujatha		



**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**  
**COURSE PLAN – 2020 – 2 (ODD SEMESTER)**

<b>Name of the Programme:</b>	Animation	<b>Programme Code:</b>	AN1003
<b>Course Name:</b>	Creating 3D Showreel – Practical	<b>Course Code:</b>	
<b>Year / Semester</b>	II/III	<b>Section</b>	A&B
<b>Total No. of Students</b>	50	<b>No. of Credits</b>	2
<b>Corresponding lab Paper</b>	-	<b>Total No. of Contact Hours</b>	30
<b>Course Teacher Name</b>	Mr.P.Kishore Kumar		

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
Unit 1							
1	Analyzing to 2D Show reels		YouTube			6	6
Unit 2							
2	Analyzing 2D Animated Short Films		YouTube			6	12
Unit 3							

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery			Cumulative Hours
				No of Hours			
3	Pre - Production		<b>YouTube</b>			6	18
Unit 4							
4	Production		<b>YouTube</b>			6	24
Unit 5							
5	Post Production		<b>YouTube</b>			6	30
<b>TOTAL HOURS</b>							<b>30</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet (WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV), Google Docs (GDO), and Google Slides (GS), Google Forms (GOF) and Whiteboards (WB), Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

#### **Text Book**

*Hollywood 2D Digital Animation: The New Flash Production Revolution* - Sandro Corsaro, Clifford J. Parrott (Author) 2004 by New Riders Publishing.

#### **Reference Books**

*Animation: The Mechanics of Motion* - Chris Webster (Author) 2005 Focal Press.

### Gaps in the Syllabus

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
1.	-	-	-	-

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)

### COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
1	-	-	-	-	-

### PORTION FOR EXAMINATION

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	SLIP / CLASS TEST	Unit – I	20%
2.	I INTERNAL	Unit – I, II, III	50%
3.	II INTERNAL	Unit – III, IV, V	50%
4.	End Semester Examination	Unit I to V	100%

Designation	Prepared by		
	Name	Signature	Date


Course Coordinator / In-charge	Mr.P.Kishore Kumar		
Programme Coordinator	Mr.M.Purushothaman		


Approved by			
	Name	Signature	Date
HoD	Mr.V.Chenthil Kumar		
Dean Academics	Dr.S.Priya		
Principal	Dr.R.Sujatha		

**Faculty Course Allocation Details**  
**Academic Year 2020-21 - Even Semester**

Name of the Programme : Department of Animation

Course Name	Course Code	Course Type (Theory / Practical)	Part	Core / Elective / Skill based	Name of the Course Teacher
Tamil - II	20UT201	Theory	I	Language	Mrs N Selvi
Hindi - II	20UH201	Theory	I	Language	Mrs S Neela
General English - II	20UGE202	Theory	II	Language	Mrs R Suganthi Hepzibha
Principles of Animation, Media Laws & Ethics	20AN203	Theory	III	Core	Mr M Abdul Aziz Hakkim
Cartoon Animation - Practical	20AN204	Practical	III	Core	Mr S Praveen Kumar
UI & UX Design - Practical	20AN205	Practical	III	Core	Mr M Abdul Aziz Hakkim
Allied Anatomy for Animation - Practical	20AN206	Practical	III	Allied	Mr N Naveendra Kumar
Allied Digital Matte Painting - Practical	20AN207	Practical	III	Allied	Mr S Praveen Kumar
Environmental Studies	20ES210	Theory	IV		Mr M Abdul Aziz Hakkim
General Tamil IV	19UT401	Theory	I	Language	Mrs N Selvi
Hindi IV	19UH401	Theory	I	Language	Mrs S Neela
General English IV	19UGE402	Theory	II	Language	Mrs R Suganthi Hepziba
Advanced 3D Concepts	19AN403	Theory	III	Core	Mr P Kishore Kumar
Advanced 3D Modeling - Practical	19AN404	Practical	III	Core	Mr P Kishore Kumar
Advanced Texturing, Lighting, Camera & Rendering - Practical	19AN405	Practical	III	Core	Mr M Purushothaman
Rigging & Animation - Practical	19AN406	Practical	III	Core	Mr P Kishore Kumar, Mr N Naveendra Kumar
Introduction to Virtual Reality & Augmented Reality - Practical	19AN407	Practical	IV	Skill based	Mr M Purushothaman
NME - Basic of Marketing	19BL405	Theory	IV	NME	Dr. Meenakshi Sundaram
Basic Tamil-II	19UBT410	Theory	IV	NME	Ms Sai Lakshmi
Internship or Project	18AN601	Project	III	Project	Mr.P.Kishore Kumar Mr.M.Purushothaman Mr.M.Abdul Aziz Hakkim Mr.N.Naveendra Kumar Mr.S.Praveen Kumar

  
 Department of Animation  
 Subbalakshmi Lakshminipathy College of Science  
 T.V.R.Nagar, Madurai - 625 022 (Tamil Nadu)

  
**Dr. R. SUJATHA**  
 Principal  
 Subbalakshmi Lakshminipathy College of Science  
 T.V.R. Nagar, Madurai - 625 022, Tamil Nadu.

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**  
**COURSE PLAN – 2020 – 21 (EVEN SEMESTER)**

<b>Name of the Programme :</b>	ANI/VIS/CS/Net/MCHM/FSPM/B.Com B&I/HONS&ACCA/BBA		
<b>Course Name :</b>	General Tamil II	<b>Course Code :</b>	20UT201
<b>Year / Semester</b>	I/II	<b>Section</b>	
<b>Total No. of Students</b>		<b>No. of Credits</b>	3
<b>Corresponding lab Paper</b>	Yes / No.	<b>Total No. of Contact Hours</b>	3
<b>Course Teacher Name</b>	Mrs.N.Selvi/Mrs.H.Geetha/Mrs.R.Sailakshmi		

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
UNIT – I							
1	திருஞானசம்பந்தர்- (திருஆலவாய்	CM/2	BB	2			2
2	திருநாவுக்கரசர் - (நமச்சிவாய திருப்பதிகம்)	CM/3	BB	2			2
3	சுந்தரர் – (திருப்புவணம் திருத்தலம்)	CM/4	BB	2			2
4	ஹெ.ஆ.கிருஷ்ணப்பிள்ளை(இரட்சணிய மனோகரம்)	CM/5	BB	3			3

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
<b>UNIT – II</b>							
5	பொய்கையாழ்வார் - (முதல் திருவந்தாதி)	CM/6	BB	2			2
6	நம்மாழ்வார்- (திருவாய்மொழியில்)	CM/7	BB	2			2
7	ஆண்டாள் -(திருப்பாவை)	CM/8	BB	2			2
8	குணங்குடி மஸ்தான் சாகிபு (பராபரக்கண்ணி)	CM/9	BB	3			3
<b>UNIT – III</b>							
9	பலவீனத்தை பந்தாடுவோம் - வெ.இறையன்பு	CM/10	BB	2			2
10	தமிழ்நாட்டு காளை விளையாட்டும் மேல்நாட்டு காளைப்போரும்-முனைவர் ஆ.முத்தையா-	CM/15	BB	2			2
11	இன்றியமையா இதழியல் கலை - முனைவர்.மா.பா.குருசாமி	CM/24	BB	2			2
12	தமிழில் அறிவியல் -மணவை. முஸ்தபா -	CM/28	BB	2			2
13	கறுப்பு- முனைவர் தொ. பரமசிவன்	CM/34	BB	1			1
<b>UNIT – IV</b>							
14	சொல்வகைகள்	CM/39	BB	3			3
15	அணிஇலக்கணம்	CM/42	BB	3			3
16	வினாவும் – விடையும்,	CM/44	BB	3			3
<b>UNIT – V</b>							

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
17	பக்தி இலக்கியத்தின் தோற்றமும் வளர்ச்சியும்	CM/48	BB	3			3
18	உரைநடையின் தோற்றமும் வளர்ச்சியும்	CM/50	BB	3			3
19	கட்டுரைப்பயிற்சி.	-	BB	3			3
<b>TOTAL HOURS</b>							<b>45</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes ) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet(WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV) , Google Docs (GDO), and Google Slides(GS) , Google Forms (GOF) and Whiteboards(WB),Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

#### Course Material

1. பொதுத்தமிழ்II – பாடநூல் தொகுப்பு கல்லூரித் -தமிழ்த்துறை வெளியீடு

#### Reference Books

17. தேவாரம்.சைவசித்தாந்த நூற்பதிப்புக்கழக வெளியீடு, சும்பகோணம்: 1990. Print.
18. நாலாயிரதிவ்வியப்பிரபந்தம்.சைவசித்தாந்த நூற்பதிப்புக்கழக வெளியீடு,1992 .Print.
- 19.சங்க இலக்கியமும் உரைநடையும்.மதுரை காமராசர் வெளியீடு, சென்னை: 1982. Print.
- 20.இதழியல்கலை.முனைவர்.மா.பா.குருசாமி.தமிழ்ப்புத்தக்காலயம், சென்னை: 1975. Print.
- 21.பயன்பாட்டுத்தமிழ் இலக்கணம்.மணிவாசகர் பதிப்பகம், மதுரை: 1995.Print.



22. தண்டியலங்காரம்.சைவ சித்தாந்த நூற் பதிப்புக் கழக வெளியீடு,சென்னை: 1976.Print.

23. தமிழ் இலக்கிய வரலாறு-1 .மது.ச.விமலானந்தம். முல்லை நிலையம், சென்னை: 1976.Print.

### Gaps in the Syllabus

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
1.	செய்தித்தாள்கள் வாசித்தல்		2	(HB)
2.	புத்தகம் வாசித்தல்		2	(HB)

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)

### COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
1	1.1	Assignment	2	கட்டுரை எழுதுதல்	2
1	1.1.1	Seminar	2	புத்தகம் வாசித்து விமர்சனம் செய்தல்	2
2	2.1	Peer teaching	2	நடைமுறை நிகழ்வுகளை கலந்தாலோசித்தல்	2

### PORTION FOR EXAMINATION

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	SLIP / CLASS TEST	Unit – I	20%
2.	I INTERNAL	Unit – I, II, III (up to -----)	40%
3.	II INTERNAL	Unit – III (from -----) , IV, V	40%

4.	<b>End Semester Examination</b>	<b>Unit I to V</b>	<b>100%</b>
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Designation	Prepared by		
	Name	Signature	Date
Course Coordinator / In-charge	<b>Mrs . N . SELVI</b>		

Approved by			
	Name	Signature	Date
HoD	<b>Mrs . N . SELVI</b>		
Dean Academics	<b>Dr.S.PRIYA</b>		
Principal	<b>Dr.R.SUJATHA</b>		

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**  
**COURSE PLAN – 2020 – 21 (EVEN SEMESTER)**

<b>Name of the Programme :</b>	<b>B.Sc Animation, Viscom, CS, Networking, Food Science &amp; Processing, Fire &amp; Industrial Safety and Marine Catering Hotel Management,B.Com B&amp;I,Honors and ACCA and B.B.A</b>		
<b>Course Name :</b>	<b>Hindi II</b>	<b>Course Code :</b>	<b>20UH201</b>
<b>Year / Semester</b>	<b>I / II</b>	<b>Section</b>	
<b>Total No. of Students</b>		<b>No. of Credits</b>	<b>3</b>

Corresponding lab Paper	No	Total No. of Contact Hours	45
Course Teacher Name	Mrs.S.Neela		

Sl. No.	TOPIC	Course Material Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>UNIT – I - गद्य(Prose)</b>							
1	चालीस करोड़ कुरते कहाँ से.....- <b>Chaleeskaroodkurthea khan say</b>	CM-02	BB / PPT	2	1		3
2	दक्षिण भारत हिन्दी प्रचार सभा – <b>Dhakshin Bharath Hindi pracharsabha</b>	CM-3	BB / PPT	2	1		3
3	हिन्दी दिवस – <b>Hindi divas</b>	CM-6	BB / PPT	2	1		3
4	ओलंपिक में भारतीय महिलाओं ने झंडे गाड़ दिए – <b>Olympic Meinbharatheeya mahilaon ney jande gadhiyea</b>	CM-4	BB / PPT	2	1		3
<b>UNIT – II - आधुनिक कविता (Adhoonikkavitha)</b>							
5	सीखो - <b>Seeko</b>	CM-7	BB / PPT	1	1		2
6	बड़ा कौन है ?- <b>badakounhai</b>	CM-8	BB / PPT	1	1		2
7	पुष्प की अभिलाषा – <b>pushpakeeabhilasha</b>	CM-11	BB / PPT	1	1		2
8	एक बूँद - <b>Eakhboondh</b>	CM-9	BB / PPT	1	1		2

Sl. No.	TOPIC	Course Material Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
<b>UNIT – III - सामान्य व्याकरण (Applied grammar)</b>							
9	हन्दिी प्रचार वाहनी I – Hindi pracharvahinee (11 to 20)	CM-14 to 33	BB / PPT	2	1		3
10	सुबोध हन्दिी रचना 1 – Subodh Hindi rachna(5 to 11)	CM-34 to 54	BB / PPT	2	1		3
11	वल्लोम शब्द – opposites - Selected 25	CM-13	BB / PPT	2	1		3
<b>UNIT – IV - राष्ट्रीय ज्ञान (National knowledge)</b>							
12	राष्ट्रगान - जन-गण-मन -National Anthem-Jana-Gana-Mana	CM-56	BB / PPT	3	1		4
13	वन्देमातरम् – vandematharam (First two paragraphs)	CM-57 to 59	BB / PPT	2	1		3
<b>UNIT – V – पत्र लेखन (Letter Writing)</b>							
14	निजी पत्र - Personal Letter (Asking permission to father for tour, Letter to friend to study Hindi)	CM-60	BB / PPT	2	1		3
15	कार्यालय पत्र - Official Letter (Asking for loan, Opening a bank account)	CM-61	BB / PPT	2	1		3

Sl. No.	TOPIC	Course Material Page No	*Teaching Aids	Mode of Delivery			Cumulative Hours
				No of Hours			
16	वाणजियि पत्र - <b>Commercial letter (Ordering books to the book company, Letter to the company regarding missing parcel)</b>	<b>CM-62</b>	<b>BB / PPT</b>	<b>2</b>	<b>1</b>		<b>3</b>
<b>TOTAL HOURS</b>							<b>45</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet(WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV) , Google Docs (GDO), and Google Slides(GS) , Google Forms (GOF) and Whiteboards(WB),Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

Course Material

24. **Hindi II.** A Compiled book, covering all the topics of the syllabus prepared by the Department of Hindi.

### Reference Books

- 1) प्रश्नोत्तर सहति मध्यमा पाठ्य सामग्री | दक्षिण भारत हन्दि प्रचार सभा, मद्रास : पहला संस्करण – जून, 2018 चौथा पुनर्मुद्रण – जून , 2019 :मुद्रक | Page nos.22, 24, 40 and 45, 9 and 11
- 2) प्रश्नोत्तर सहति प्राथमिक पाठ्य सामग्री | दक्षिण भारत हन्दि प्रचार सभा, मद्रास : पहला संस्करण - सतिम्बर, 2010 तेरहवाँ पुनर्मुद्रण – जून, 2016 :मुद्रक | Page nos. 57 and 73, 33 to 51,129 to 150
- 3) Dr.K.M.Chandra Mohan. Hindi Vatayan. Viswavidhalaya Prakasan Chowk, Varanasi-221001:Print.

## Webliography

- 4) [https://en.wikipedia.org/wiki/Jana\\_Gana\\_Man](https://en.wikipedia.org/wiki/Jana_Gana_Man)  
[https://en.wikipedia.org/wiki/Vande\\_Mataram](https://en.wikipedia.org/wiki/Vande_Mataram)

## Gaps in the Syllabus

SL. NO	Name of the Topic	Proposed Action	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
1.	Speaking Skill – Self Introduction		2	HT
2.	Reading Skill – Reading Activity		2	HT
3.	Speaking Skill – Assignment		1	HB

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, and Industrial Visit, Others (if any)

## COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)

SI.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted

## PORTION FOR EXAMINATION

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	SLIP / CLASS TEST	Unit – IV	20%
2.	I INTERNAL	Unit – II, I(Chapter 1 & 2)	50%

3.	II INTERNAL	Unit – I (Chapter 3 & 4) , III,V	50%
4.	End Semester Examination	Unit I to V	100%

Designation		Prepared by	
	Name	Signature	Date
Course Coordinator / In-charge	S.Neela		

Approved by			
	Name	Signature	Date
HoD	S.Neela		
Dean Academics	Dr.S.Priya		
Principal	Dr.R.Sujatha		

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE  
COURSE PLAN – 2020 – 21 (EVEN SEMESTER)**

<b>Name of the Programme :</b>	<b>B.Sc Animation, Viscom, CS, Networking, Food Science &amp; Processing, Fire &amp; Industrial Safety and Marine Catering Hotel Management</b>		
<b>Course Name :</b>	<b>General English II</b>	<b>Course Code :</b>	<b>20UGE202</b>
<b>Year / Semester</b>	<b>I / II</b>	<b>Section</b>	
<b>Total No. of Students</b>		<b>No. of Credits</b>	<b>3</b>

<b>Corresponding lab Paper</b>	<b>No</b>	<b>Total No. of Contact Hours</b>	<b>45</b>
<b>Course Teacher Name</b>	<b>Mrs.R.Suganthi Hepzibha</b>		

Sl. No.	TOPIC	Course Material Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>UNIT – I - GRAMMAR</b>							
1	<b>Sentence Pattern:</b> Introduction- Types of Sentence Pattern - Subject – Verb – Object – Direct Object – Indirect Object - Complement – Adjunct	<b>CM-01</b>	<b>BB / PPT</b>	<b>2</b>	<b>1</b>		<b>3</b>
2	<b>Direct-Indirect Speech:</b> Introduction - Procedure for converting Direct speech into Indirect speech - Rules for converting Direct speech into Indirect speech - Change in pronouns - Change in tenses - Change in modals - Changes for Assertive Sentences – Changes for Imperative sentences - Changes for Exclamatory sentences - Changes for Interrogative sentences - Punctuation in Direct speech - Rules for converting Indirect speech into Direct speech.	<b>CM-10</b>	<b>BB / PPT</b>	<b>2</b>	<b>1</b>		<b>3</b>
3	<b>Active Voice – Passive Voice:</b> Introduction – Usage: Active Voice. Passive voice – Reasons for using Passive voice - Changing Active voice to Passive voice - Changing Passive voice to Active voice (Changes for nine tenses) - Suggestions for using Active and passive voice.	<b>CM-18</b>	<b>BB / PPT</b>	<b>2</b>	<b>1</b>		<b>3</b>



Sl. No.	TOPIC	Course Material Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
<b>UNIT – II - PROSE</b>							
4	<b>The Necklace – Guy De Maupassant:</b> Introduction – Theme – Summary – Critical Appreciation.	<b>CM-22</b>	<b>VIDEO</b>	<b>3</b>			<b>3</b>
5	<b>Little Girls Wiser than Men – Leo Tolstoy:</b> Introduction – Theme – Summary – Critical Appreciation.	<b>CM-34</b>	<b>VIDEO</b>	<b>3</b>			<b>3</b>
6	<b>An Astrologer’s Day – R.K.Narayan:</b> Introduction – Theme – Summary – Critical Appreciation.	<b>CM-37</b>	<b>VIDEO</b>	<b>3</b>			<b>3</b>
<b>UNIT – III - VOCABULARY</b>							
7	<b>Idioms &amp; Phrases:</b> Importance (Selected 50)	<b>CM-43</b>	<b>BB</b>	<b>2</b>	<b>1</b>		<b>3</b>
8	<b>Synonyms &amp; Antonyms:</b> Importance of learning words (Selected 50)	<b>CM-52</b>	<b>BB</b>	<b>2</b>	<b>1</b>		<b>3</b>
9	<b>One Word Substitution:</b> Importance – Usage in the Sentence (Selected 50)	<b>CM-54</b>	<b>BB</b>	<b>2</b>	<b>1</b>		<b>3</b>
<b>UNIT – IV - POEM</b>							
10	<b>The Lotus - Toru Dutt:</b> Introduction to Sonnet – Literary Devices – Summary.	<b>CM-57</b>	<b>VIDEO</b>	<b>3</b>			<b>3</b>
11	<b>If – Rudyard Kipling:</b> Introduction – Literary Devices – Summary.	<b>CM-59</b>	<b>VIDEO</b>	<b>3</b>			<b>3</b>
12	<b>The Road Not Taken – Robert Frost:</b> Introduction – Literary Devices – Summary.	<b>CM-64</b>	<b>VIDEO</b>	<b>3</b>			<b>3</b>
<b>UNIT – V – SENTENCE CORRECTION</b>							

Sl. No.	TOPIC	Course Material Page No	*Teaching Aids	Mode of Delivery			Cumulative Hours
				No of Hours			
13	<b>Correct Usage: Nouns</b> – Definition – Rules.	<b>CM-67</b>	<b>BB / PPT</b>	<b>2</b>	<b>1</b>		<b>3</b>
14	<b>Correct Usage: Pronoun</b> – Definition – Rules. <b>Correct Usage: Adjectives</b> – Definition – Rules.	<b>CM-69</b>	<b>BB / PPT</b>	<b>2</b>	<b>1</b>		<b>3</b>
15	<b>Spotting Grammatical Error:</b> Nouns – Pronouns – Adjectives – Exercises.	<b>CM-71</b>	<b>BB / PPT</b>	<b>2</b>	<b>1</b>		<b>3</b>
<b>TOTAL HOURS</b>							<b>45</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes ) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet(WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV) , Google Docs (GDO), and Google Slides(GS) , Google Forms (GOF) and Whiteboards(WB),Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

## Course Material

25. **General English II.** A Compiled book, covering all the topics of the syllabus prepared by the Department of English.

## Reference Books

1. SrivasanHema. **Communication Skills.** Bangalore: Frank Brothers & Co. Ltd, 2004. Print.
2. Wren & Martin. **High School English Grammar & Composition.** India: S.Chand& Company Ltd, 1995. Print.
3. G.RadhakrishnaPillai. **Emerald English Grammar and Composition.** Bangalore: Emerald Publisher, 1998. Print.
4. Dr.K.Alex. **Soft Skills.** New Delhi: S.Chand& Company Ltd, 1997. Print.
5. Dr. Gupta C.B. Business Correspondence & Reporting -Business Law, Business Correspondence & Reporting (CA-Foundation). New Delhi: Taxmann, 2018. Print.
6. A.P.Bhardwaj. **General English for Competitive Examinations.** New Delhi: Dorling Kindersley (India) Pvt. Ltd, 2013. Print.
7. Michael Swan. **Practical English Usage.** New Delhi: Oxford University Press,2008.Print
8. Randolph Quirk, Sidney Greenbaum, Geoffrey Leech, Jan Svartvik. **A Comprehensive Grammar of the English Language.** New Delhi: Dorling Kindersley (India) Pvt. Ltd, 2010. Print.
9. John Adair. **The Effective Communicator.** Noida: Anubha Printers. 2005. Print.

## E – Books /Library INFLIBNET RESOURCES

10. <https://nlist.inflibnet.ac.in/search/Record/EBC483375>
11. <https://nlist.inflibnet.ac.in/search/Record/EBC481114>
12. <https://nlist.inflibnet.ac.in/search/Record/EBC1864716>

### Gaps in the Syllabus

SL. NO	Name of the Topic	Proposed Action	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
1.	Speaking Skill – Self Introduction		3	HT
2.	Reading Skill – Reading Activity		2	HT
3.	Speaking Skill – Assignment		1	HB

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)

### COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
1	1	Reading Skill	Newspaper	Newspaper Reading	1
2	2	Reading Skill	Magazine	Article / Magazine Reading	1
3	3	Speaking Skill	Oral	Debate / Group Discussion	1

### PORTION FOR EXAMINATION

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	SLIP / CLASS TEST	Unit – I	20%
2.	I INTERNAL	Unit – I, II, III (Chapter 1 & 2)	50%
3.	II INTERNAL	Unit – III (Chapter 2 & 3) , IV, V	50%

4.	End Semester Examination	Unit I to V	100%
----	--------------------------	-------------	------

Designation	Prepared by		
	Name	Signature	Date
Course Coordinator / In-charge	R.Suganthi Hepzibha		

Approved by			
	Name	Signature	Date
HoD	R.Suganthi Hepzibha		
Dean Academics	Dr.S.Priya		
Principal	Dr.R.Sujatha		

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE  
COURSE PLAN – 2020 – 21 (EVEN SEMESTER)**

<b>Name of the Programme :</b>	<b>Animation</b>	<b>Programme Code :</b>	<b>AN1003</b>
<b>Course Name :</b>	<b>Principles of Animation,</b>	<b>Course Code :</b>	<b>20AN203</b>

	<b>Media laws and Ethics</b>		
<b>Year / Semester</b>	<b>I/II</b>	<b>Section</b>	<b>-</b>
<b>Total No. of Students</b>	<b>30</b>	<b>No. of Credits</b>	<b>4</b>
<b>Corresponding lab Paper</b>	<b>No</b>	<b>Total No. of Contact Hours</b>	<b>60</b>
<b>Course Teacher Name</b>	<b>M.Abdul Aziz Hakkim</b>		

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>UNIT – I Introduction to Principles of Animation (T3)*</b>							
1.1	<b>History of principles of animation</b>	<b>3</b>	<b>PPT</b>	<b>L</b>			<b>2</b>
1.2	<b>Squash and Stretch</b>	<b>4-7</b>		<b>L</b>			<b>4</b>
1.3	<b>Anticipation</b>	<b>7-11</b>		<b>L</b>			<b>5</b>
1.4	<b>Staging</b>	<b>12-17</b>		<b>L</b>			<b>6</b>
1.5	<b>Straight ahead action and Pose to Pose</b>	<b>18-23</b>		<b>L</b>			<b>8</b>
1.6	<b>Follow through and overlapping action</b>	<b>24-27</b>		<b>L</b>			<b>10</b>
1.7	<b>Slow In and Out</b>	<b>28-31</b>		<b>L</b>			<b>11</b>
1.8	<b>Arcs</b>	<b>32-37</b>		<b>L</b>			<b>12</b>
1.9	<b>Secondary action</b>	<b>38-41</b>		<b>L</b>			<b>13</b>
1.10	<b>Timing</b>	<b>42-45</b>		<b>L</b>			<b>14</b>

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery			Cumulative Hours
				No of Hours			
1.11	<b>Exaggeration</b>	<b>46-48</b>		<b>L</b>			<b>15</b>
1.12	<b>Solid Drawing &amp; Appeal</b>	<b>49-65</b>		<b>L</b>			<b>16</b>
<b>UNIT – II Media Laws and Ethics</b>							
2.1	<b>History of media laws in India</b>	<b>1-4</b>		<b>L</b>			<b>18</b>
2.2	<b>Indian constitution</b>	<b>5-14</b>		<b>L</b>			<b>20</b>
2.3	<b>Provisions of the Indian Penal Code and Criminal code for media</b>	<b>34-48</b>		<b>L</b>			<b>23</b>
2.4	<b>Intellectual Property Rights (IPR)</b>	<b>76-117</b>		<b>L</b>			<b>25</b>
2.5	<b>The Contempt of Courts Act</b>	<b>55-63</b>		<b>L</b>			<b>28</b>
<b>UNIT – III Media Regulations Acts</b>							
3.1	<b>Print Media Acts</b>	<b>64-75</b>		<b>L</b>			<b>30</b>
3.2	<b>Advertising Acts</b>	<b>118-125</b>		<b>L</b>			<b>32</b>
3.3	<b>Cybercrimes</b>	<b>126-138</b>		<b>L</b>			<b>35</b>
3.4	<b>Broadcasting Act</b>	<b>150-162</b>		<b>L</b>			<b>37</b>
3.5	<b>Freedom of Media and Film Media Act</b>	<b>163-176</b>		<b>L</b>			<b>40</b>
<b>UNIT – IV Introduction to Advertising and Public Relations (PR)</b>							
4.1	<b>History &amp; Development of Advertisement</b>	<b>401</b>		<b>L</b>			<b>42</b>
4.2	<b>The Need for Advertisement and Public Relation</b>	<b>410</b>		<b>L</b>			<b>44</b>
4.3	<b>Nature and Role of Advertising and Public Relation</b>	<b>412</b>		<b>L</b>			<b>47</b>

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery			Cumulative Hours
				No of Hours			
4.4	<b>Advertising and Corporate Social responsibility</b>	<b>430</b>		<b>L</b>			<b>50</b>
4.5	<b>Ethics in Advertising</b>	<b>441</b>		<b>L</b>			<b>51</b>
<b>UNIT – V Basics of Communication Research</b>							
5.1	<b>Communication Research: Meaning, Concept &amp; Functions</b>	<b>2-12</b>	<b>PPT</b>	<b>L</b>			<b>52</b>
5.2	<b>Scope and importance of communication research</b>	<b>13-22</b>		<b>L</b>			<b>54</b>
5.3	<b>Hypothesis and its classifications</b>	<b>23-46</b>		<b>L</b>			<b>56</b>
5.4	<b>Method of Communication and media research</b>	<b>55-71</b>		<b>L</b>			<b>58</b>
5.5	<b>Communication Research Process &amp; Sampling methods</b>	<b>72--87</b>		<b>L</b>			<b>60</b>
<b>TOTAL HOURS</b>							<b>60</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes ) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet(WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV) , Google Docs (GDO), and Google Slides(GS) , Google Forms (GOF) and Whiteboards(WB),Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]



### **Text Book**

13. Media Law and Ethics:PHI Learning Pvt. Ltd by M. Neelamalar - 2010
14. Mass Communication in India by Keval J. Kumar
15. Sandee M Chamberlain Kennesaw State University, School of Art and Design (PPT) (Only for Unit-I)
16. Material Prepared by the Department - PPT (Only for Unit-V)

### **Reference Books**

17. Laws of the Press, D.D.Basu, 1996, Princeton Hall Publishers, New Delhi
18. Patarkarita aur Kanoon(Hindi), Om Gupta, 2002, Kanshika Publishers & Distributors, New Delhi.
19. Animators Survival Kit by RICHARD WILLIAMS (Faber & Faber).
20. The Animator's Workbook: Step By Step Techniques of Drawn Animation by Tony White.
21. Stop Motion: Craft Skills for Model Animation by Susannah Shaw (Focal Press)
22. The ADVANCED Art of Stop Motion Animation by Ken A. Priebe(Course Technology)
23. From pencil to pixel by Tony White
24. Animation process by Preston Blair
25. Fundamental of Communication Research by Dr. Dr. Anamika Ray, Gauhati University, India (PPT)

### **Web Resources**

26. <https://www.youtube.com/watch?v=pDVfNf5GvPg> Web Resource 2
27. <https://www.youtube.com/watch?v=K3Y7BU--ifk>

### Gaps in the Syllabus

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
1.	Webinar on Media Research	Webinar	3	HT
2.				

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)

### COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
1	Nil				
2					
3					
4					

### PORTION FOR EXAMINATION

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	SLIP / CLASS TEST	Unit – I	20%
2.	I INTERNAL	Unit – I, II, III (up to -----)	50%
3.	II INTERNAL	Unit – III (from -----) , IV, V	50%
4.	End Semester Examination	Unit I to V	100%

Designation	Prepared by		
	Name	Signature	Date
Course Coordinator / In-charge	<b>Mr.M.Abdul Aziz Hakkim</b>		
Programme Coordinator	<b>Mr.M.Purushothaman</b>		

Approved by			
	Name	Signature	Date
HoD	<b>Mr.V.Chenthil Kumar</b>		
Dean Academics	<b>Dr.S.Priya</b>		
Principal	<b>Dr.R.Sujatha</b>		

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**  
**COURSE PLAN – 2020 – 21 (EVEN SEMESTER)**

<b>Name of the Programme :</b>	<b>Animation</b>	<b>Programme Code :</b>	<b>AN1003</b>
<b>Course Name :</b>	<b>Cartoon Animation - Practical</b>	<b>Course Code :</b>	<b>20AN204</b>
<b>Year / Semester</b>	<b>I/II</b>	<b>Section</b>	<b>-</b>
<b>Total No. of Students</b>	<b>30</b>	<b>No. of Credits</b>	<b>4</b>
<b>Corresponding lab Paper</b>	<b>Yes</b>	<b>Total No. of Contact Hours</b>	<b>60</b>
<b>Course Teacher Name</b>	<b>Mr.V.Chenthil Kumar</b>		

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>UNIT – I Introduction to Cartoon Animation</b>							
1.1	<b>Intro to Animation</b>	-	<b>Adobe Animate CC</b>			<b>P</b>	<b>1</b>
1.2	<b>Types of animation and Principles</b>	-				<b>P</b>	<b>2</b>
1.3	<b>Introduction to Cartoon animation</b>	<b>11</b>				<b>P</b>	<b>3</b>
1.4	<b>History, Animate CC for Cartoon animation</b>	<b>12</b>				<b>P</b>	<b>4</b>
1.5	<b>User interface</b>	<b>22</b>				<b>P</b>	<b>5</b>

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
1.6	<b>Cartoon characters creation using Animate CC</b>	<b>314</b>				<b>P</b>	<b>6</b>
1.7	<b>Cartoon environment and prop designing</b>	<b>61</b>				<b>P</b>	<b>7</b>
1.8	<b>Library concept</b>	<b>168</b>				<b>P</b>	<b>8</b>
1.9	<b>Symbols – Graphic, Movie clip, Button</b>	<b>171</b>				<b>P</b>	<b>9</b>
1.10	<b>Character library for 2 legs and 4 legs character</b>	<b>315</b>				<b>P</b>	<b>10</b>
1.11	<b>Understanding timeline</b>	<b>340</b>				<b>P</b>	<b>11</b>
1.12	<b>Frame by frame animation, Tween animation using Animate CC</b>	<b>238</b>				<b>P</b>	<b>12</b>
1.13	<b>Types of Tween animation in Animate CC</b>	<b>243</b>				<b>P</b>	<b>13</b>
<b>UNIT – II Animation Basics</b>							
2.1	<b>Building animatics</b>	<b>62</b>	<b>Adobe Animate CC</b>			<b>P</b>	<b>14</b>
2.2	<b>Creating animation by adding transformations</b>	<b>277</b>				<b>P</b>	<b>15</b>
2.3	<b>Onion skin for animation</b>	<b>294</b>				<b>P</b>	<b>16</b>
2.4	<b>Scene - Cartoon animation using Graphic symbol</b>	<b>298</b>				<b>P</b>	<b>17</b>
2.5	<b>Turn around animation</b>	<b>315</b>				<b>P</b>	<b>18</b>
2.6	<b>Nested symbol concept for Animate CC cartoon animation</b>	<b>453</b>				<b>P</b>	<b>19</b>
2.7	<b>Bone tool for animation</b>	<b>323</b>				<b>P</b>	<b>20</b>

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
2.8	Walk cycle, run cycle for 2 legs and 4 legs character (front and side view) Camera shots	328				P	21
2.9	Pacing, panning and Zoom	223				P	22
2.10	Background animation.	134				P	23
UNIT – III Expression and Effects							
3.1	Facial animation	-	Adobe Animate CC			P	24
3.2	Eye, Lip synchronization animation based on dialogue	-				P	25
3.3	Ease, ease in, ease out for animation	211				P	26
3.4	Motion presets	194					27
3.5	Color Effects & Filter options	232				P	28
3.6	Dynamic effects	159				P	29
3.7	Fire animation, Smoke animation, Water animation, Lightning and	278				P	30
3.8	Rain animation	-				P	31
3.9	Light effects	-				P	32
3.10	Path animation	-				P	33
3.11	Masking technique for Animate CC animation	302				P	34
3.12	Animation techniques	-				P	35
3.13	Shape hint for shape Tween animation	307				P	36

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
3.14	<b>Text animation</b>	-				<b>P</b>	<b>37</b>
3.15	<b>Paper animation</b>	-				<b>P</b>	<b>38</b>
3.16	<b>Candle fire animation</b>	-				<b>P</b>	<b>39</b>
3.17	<b>Water fall animation</b>	-				<b>P</b>	<b>40</b>
3.18	<b>Fireworks animation</b>	-				<b>P</b>	<b>41</b>
<b>UNIT – IV Methods of Importing and Exporting</b>							
4.1	<b>Adobe device central</b>	<b>468</b>	<b>Adobe Animate CC</b>			<b>1</b>	<b>42</b>
4.2	<b>Animate CC Animation for Mobile Devices</b>	-				<b>P</b>	<b>43</b>
4.3	<b>Action Script</b>	<b>469</b>				<b>P</b>	<b>44</b>
4.4	<b>Interactive Animation, Timeline control, Button control, Movie Clip Control</b>	<b>360</b>				<b>P</b>	<b>45</b>
4.5	<b>Working with Preloaded</b>	-				<b>P</b>	<b>46</b>
4.6	<b>Importing image sequence</b>	-				<b>P</b>	<b>47</b>
4.7	<b>Working with sound and video</b>	<b>407</b>				<b>P</b>	<b>48</b>
4.8	<b>Sound Control using Action Script</b>	<b>407</b>				<b>P</b>	<b>49</b>
4.9	<b>Exporting Animate CC animation movie into video file</b>	<b>471</b>				<b>P</b>	<b>50</b>
4.10	<b>Adobe media Encoder</b>	-				<b>P</b>	<b>51</b>
4.11	<b>Animate CC after effects integration</b>	-				<b>P</b>	<b>52</b>
<b>UNIT – V Project</b>							

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
5.1	<b>Cartoon Story Animation</b>	-	<b>Adobe Animate CC</b>			<b>P</b>	<b>56</b>
5.2	<b>E-Learning Application Development</b>	-				<b>P</b>	<b>60</b>
<b>TOTAL HOURS</b>							<b>60</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes ) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet(WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV) , Google Docs (GDO), and Google Slides(GS) , Google Forms (GOF) and Whiteboards(WB),Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

### Text Book

- 1) Animation: The Mechanics of Motion - Chris Webster (Author) 2005 Focal Press.

### Reference Books

- 1) Hollywood 2D Digital Animation: The New Flash Production Revolution - Sandro Corsaro, Clifford J. Parrott (Author) 2004 by New Riders Publishing.

### Web Resources

28. <https://www.youtube.com/watch?v=rzq1aVTQksk>
29. <https://www.youtube.com/watch?v=QadutYPoqMs>
30. <https://www.youtube.com/watch?v=LgWYkb1fPTw>



31. <https://www.youtube.com/watch?v=YtSUA6LrdtI>

### Gaps in the Syllabus

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
1.	Workshop on 2D Animation	Workshop	3	HB

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)

### COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
1	Nil				
2					
3					
4					

## PORTION FOR EXAMINATION

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	<b>SLIP / CLASS TEST</b>	<b>Unit – I</b>	<b>20%</b>
2.	<b>I INTERNAL</b>	<b>Unit – I, II, III (up to -----)</b>	<b>50%</b>
3.	<b>II INTERNAL</b>	<b>Unit – III (from -----) , IV, V</b>	<b>50%</b>
4.	<b>End Semester Examination</b>	<b>Unit I to V</b>	<b>100%</b>

Designation	Prepared by		
	Name	Signature	Date
Course Coordinator / In-charge	<b>Mr.V.Chenthil Kumar</b>		
Programme Coordinator	<b>Mr.M.Purushothaman</b>		

Approved by			
	Name	Signature	Date
HoD	<b>Mr.V.Chenthil Kumar</b>		
Dean Academics	<b>Dr.S.Priya</b>		
Principal	<b>Dr.R.Sujatha</b>		

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**  
**COURSE PLAN – 2020 – 21 (EVEN SEMESTER)**

<b>Name of the Programme :</b>	<b>Animation</b>	<b>Programme Code :</b>	<b>AN1003</b>
<b>Course Name :</b>	<b>UI &amp; UX Design – Practical</b>	<b>Course Code :</b>	<b>20AN205</b>
<b>Year / Semester</b>	<b>I/II</b>	<b>Section</b>	<b>-</b>
<b>Total No. of Students</b>	<b>30</b>	<b>No. of Credits</b>	<b>4</b>
<b>Corresponding lab Paper</b>	<b>Yes</b>	<b>Total No. of Contact Hours</b>	<b>60</b>
<b>Course Teacher Name</b>	<b>Mr.V.Chenthil Kumar</b>		

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>UNIT – I Visual Elements of User Interface Design</b>							
1.1	<b>What is a User Interface?</b>		<b>Adobe XD</b>			<b>P</b>	<b>1</b>
1.2	<b>The Relationship Between UI and UX</b>					<b>P</b>	<b>2</b>
1.3	<b>Roles in UI/UX</b>					<b>P</b>	<b>3</b>

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
1.4	<b>A Brief Historical Overview of Interface Design</b>					<b>P</b>	<b>4</b>
1.5	<b>Interface Conventions: Theory</b>					<b>P</b>	<b>6</b>
1.6	<b>Interface Conventions: Application</b>					<b>P</b>	<b>8</b>
1.7	<b>Template vs Content</b>					<b>P</b>	<b>10</b>
1.8	<b>Aesthetics &amp; Functionality</b>					<b>P</b>	<b>11</b>
<b>UNIT – II Formal Elements of Interface Design</b>							
2.1	<b>Design before Design</b>		<b>Adobe XD</b>			<b>P</b>	<b>13</b>
2.2	<b>Look and Feel</b>					<b>P</b>	<b>15</b>
2.3	<b>Language as a design tool</b>					<b>P</b>	<b>17</b>
2.4	<b>Color and Shape</b>					<b>P</b>	<b>19</b>
2.5	<b>Imagery</b>					<b>P</b>	<b>21</b>
2.6	<b>Typography</b>					<b>P</b>	<b>23</b>
2.7	<b>Icons</b>					<b>P</b>	<b>25</b>
<b>UNIT – III Active Elements of Interface Design</b>							
3.1	<b>Static to Active</b>		<b>Adobe XD</b>			<b>P</b>	<b>27</b>
3.2	<b>Functionality</b>					<b>P</b>	<b>29</b>

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
3.3	<b>Speed and Style</b>					<b>P</b>	<b>31</b>
3.4	<b>Composition and Structure</b>					<b>P</b>	<b>32</b>
3.5	<b>Buttons</b>					<b>P</b>	<b>33</b>
3.6	<b>Not Buttons</b>					<b>P</b>	<b>34</b>
3.7	<b>States and Changes</b>					<b>P</b>	<b>35</b>
<b>UNIT – IV Composing the Elements of Interface Design</b>							
4.1	<b>Invisible Complexity: Making a Whole from Many Parts</b>		<b>Adobe XD</b>			<b>P</b>	<b>37</b>
4.2	<b>Hierarchy of Content</b>					<b>P</b>	<b>39</b>
4.3	<b>Conventions and Expectations</b>					<b>P</b>	<b>41</b>
4.4	<b>Structure and Grids</b>					<b>P</b>	<b>42</b>
4.5	<b>Platforms and Screen Sizes</b>					<b>P</b>	<b>44</b>
4.6	<b>Putting it All Together: Slice 'n' Dice</b>					<b>P</b>	<b>45</b>
<b>UNIT – V Ideation, Articulation, Development</b>							
5.1	<b>Ideation, Articulation, Development</b>		<b>Adobe XD</b>			<b>P</b>	<b>47</b>
5.2	<b>Good Ideas</b>					<b>P</b>	<b>49</b>
5.3	<b>Ideas and Goals</b>					<b>P</b>	<b>52</b>
5.4	<b>Research and Development</b>					<b>P</b>	<b>54</b>
5.5	<b>Audience and Rationale</b>					<b>P</b>	<b>56</b>

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
5.6	<b>Goals and Outcomes (for the Client/Designer)</b>					<b>P</b>	<b>58</b>
5.7	<b>Naming and Mission</b>					<b>P</b>	<b>60</b>
<b>TOTAL HOURS</b>							<b>60</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes ) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet(WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV) , Google Docs (GDO), and Google Slides(GS) , Google Forms (GOF) and Whiteboards(WB),Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

### Text Book

- Huddleston, R. (2017). Beginning Adobe Experience Design: Quickly design and prototype websites and mobile apps. New York, NY: Apress.

### Reference Books

- Cabrera, J. (2017). Modular design frameworks: A projects-based guide for UI/UX designers. Berkeley, CA: Apress.

### Web Resources

- <https://helpx.adobe.com/in/xd/tutorials.html>

### Gaps in the Syllabus

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
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1.	Workshop on UI/UX	Workshop	3	HB
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\* Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)

### COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
1	Nil				
2					
3					
4					

### PORTION FOR EXAMINATION

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	SLIP / CLASS TEST	Unit – I	20%
2.	I INTERNAL	Unit – I, II, III (up to -----)	50%
3.	II INTERNAL	Unit – III (from -----) , IV, V	50%
4.	End Semester Examination	Unit I to V	100%

Designation	Prepared by		
	Name	Signature	Date
Course Coordinator / In-charge	<b>Mr.V.Chenthil Kumar</b>		
Programme Coordinator	<b>Mr.M.Purushothaman</b>		

Approved by			
	Name	Signature	Date
HoD	<b>Mr.V.Chenthil Kumar</b>		
Dean Academics	<b>Dr.S.Priya</b>		
Principal	<b>Dr.R.Sujatha</b>		



**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**  
**COURSE PLAN – 2020 – 21 (EVEN SEMESTER)**

<b>Name of the Programme :</b>	<b>Animation</b>	<b>Programme Code :</b>	<b>AN1003</b>
<b>Course Name :</b>	<b>Anatomy for Animation – Practical</b>	<b>Course Code :</b>	<b>20AN206</b>
<b>Year / Semester</b>	<b>I/II</b>	<b>Section</b>	<b>-</b>
<b>Total No. of Students</b>	<b>30</b>	<b>No. of Credits</b>	<b>4</b>
<b>Corresponding lab Paper</b>	<b>Yes</b>	<b>Total No. of Contact Hours</b>	<b>60</b>
<b>Course Teacher Name</b>	<b>Mr.Praveen Kumar</b>		

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>UNIT – I Human Anatomy</b>							
1.1	<b>Form and Structure</b>	<b>3</b>	<b>*TB2</b>			<b>P</b>	<b>2</b>
1.2	<b>Structural differences between Male and Female</b>	<b>18-20</b>	<b>*TB2</b>			<b>P</b>	<b>4</b>
1.3	<b>Hips, Shoulders, Chest&amp; Muscle</b>	<b>46-64</b>	<b>*TB2</b>			<b>P</b>	<b>6</b>
1.4	<b>Human Skeleton forms</b>	<b>65-85</b>	<b>*TB2</b>			<b>P</b>	<b>8</b>
1.5	<b>Proportions for Male &amp; Female</b>	<b>201-202</b>	<b>*TB2</b>			<b>P</b>	<b>10</b>

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery			Cumulative Hours
1.6	<b>Body proportions with Head Measurement</b>	<b>208</b>	<b>*TB2</b>			<b>P</b>	<b>12</b>
1.7	<b>Ideal Proportions of Various Ages</b>	<b>209</b>	<b>*TB2</b>			<b>P</b>	<b>14</b>
1.8	<b>Step by step construction (Skeleton-cylinder-details)</b>	<b>210</b>	<b>*TB2</b>			<b>P</b>	<b>16</b>
1.9	<b>Features of Eyes, nose, ears, lips</b>	<b>197-200</b>	<b>*TB2</b>			<b>P</b>	<b>18</b>
<b>UNIT – II Animal Anatomy</b>							
2.1	<b>Form and Structures</b>	<b>3</b>	<b>*TB1</b>			<b>P</b>	<b>20</b>
2.2	<b>Structural differences of Families (Cat, Deer, Horse)</b>	<b>19-77</b>	<b>*TB1</b>			<b>P</b>	<b>22</b>
2.3	<b>Structural differences of Families (Bear,Dog,Elephant)</b>	<b>92-112</b>	<b>*TB1</b>			<b>P</b>	<b>24</b>
2.4	<b>Animal Skeleton forms- Construction Details</b>	<b>6-21</b>	<b>*TB1</b>			<b>P</b>	<b>26</b>
2.5	<b>Families (Cat, Dog, Elephant, Bear, Deer, Horse)</b>	<b>57-122</b>	<b>*TB1</b>			<b>P</b>	<b>28</b>
<b>UNIT – III Muscle Studies</b>							
3.1	<b>Human Muscles</b>	<b>18-42</b>	<b>*TB2</b>			<b>P</b>	<b>30</b>
3.2	<b>Body muscles</b>	<b>67-103</b>	<b>*TB2</b>			<b>P</b>	<b>32</b>
3.3	<b>Understanding Facial Muscles for Facial Animation and Lip Sync</b>	<b>21-45</b>	<b>*TB2</b>			<b>P</b>	<b>34</b>
3.4	<b>Muscle deformation</b>	<b>140-183</b>	<b>*TB2</b>			<b>P</b>	<b>36</b>
3.5	<b>Pivot points</b>	<b>190</b>	<b>*TB2</b>			<b>P</b>	<b>38</b>

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery			Cumulative Hours
<b>UNIT – IV Animal Muscles</b>							
4.1	<b>Animal Muscles</b>	<b>26</b>	<b>*TB1</b>			<b>P</b>	<b>40</b>
4.2	<b>Cat family Tiger -Body muscles</b>	<b>31</b>	<b>*TB1</b>			<b>P</b>	<b>42</b>
4.3	<b>Facial Muscles</b>	<b>72</b>	<b>*TB1</b>			<b>P</b>	<b>44</b>
4.4	<b>Muscle deformation</b>	<b>130</b>	<b>*TB1</b>			<b>P</b>	<b>46</b>
4.5	<b>Pivot points</b>	<b>-</b>	<b>*TB1</b>			<b>P</b>	<b>48</b>
<b>UNIT – V Model Sketching</b>							
5.1	<b>Life Model Sketching</b>	<b>-</b>				<b>P</b>	<b>50</b>
5.2	<b>Detail Sketching (Cloths, wrinkles, Shadings)</b>	<b>-</b>				<b>P</b>	<b>52</b>
5.3	<b>Quick sketching of Male &amp; Female</b>	<b>-</b>				<b>P</b>	<b>54</b>
5.4	<b>Line of Action</b>	<b>-</b>				<b>P</b>	<b>56</b>
5.5	<b>Caricature</b>	<b>75</b>	<b>*TB1</b>			<b>P</b>	<b>58</b>
5.6	<b>Caricaturizing Realistic Drawings</b>	<b>86-136</b>	<b>*TB1</b>			<b>P</b>	<b>60</b>
<b>TOTAL HOURS</b>							<b>60</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes ) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet(WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV) , Google Docs (GDO), and Google Slides(GS) , Google Forms (GOF) and Whiteboards(WB),Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

### Text Book

32. K. (1993). The Art of Animal Drawing( Construction Action Analysis Caricature) [ART OF ANIMAL DRAWING REV/E][Paperback]. Dover Publications. (\*TB1-Text book 1)
33. Gold finger, E. (1991). Human Anatomy for Artists: The Elements of Form (1st ed.). Oxford University Press. (PDF) (\*TB2-Text book 2)

### Reference Books

34. Peck, S. R. (1982). Atlas of Human Anatomy for the Artist (Illustrated ed.). Oxford University Press.
35. Mattesi, M. (2017). FORCE: Dynamic Life Drawing: 10th Anniversary Edition (Force Drawing Series) (3rd ed.). CRC Press.

### Web Resources

36. <https://www.youtube.com/watch?v=fpBpAJxfzF4>
37. <https://www.youtube.com/watch?v=EOb1BijMBjU>
38. <https://www.youtube.com/watch?v=Z9Px68r5BNU>

### Gaps in the Syllabus

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
1.	Webinar on Caricature	Webinar	3	HB

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)

**COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)**

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
1	<b>Nil</b>				
2					
3					
4					

**PORTION FOR EXAMINATION**

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	<b>SLIP / CLASS TEST</b>	<b>Unit – I</b>	<b>20%</b>
2.	<b>I INTERNAL</b>	<b>Unit – I, II, III (up to -----)</b>	<b>50%</b>
3.	<b>II INTERNAL</b>	<b>Unit – III (from -----) , IV, V</b>	<b>50%</b>
4.	<b>End Semester Examination</b>	<b>Unit I to V</b>	<b>100%</b>

Designation	Prepared by		
	Name	Signature	Date
Course Coordinator / In-charge	<b>Mr.Praveen Kumar</b>		
Programme Coordinator	<b>Mr.M.Purushothaman</b>		

Approved by			
	Name	Signature	Date
HoD	<b>Mr.V.Chenthil Kumar</b>		
Dean Academics	<b>Dr.S.Priya</b>		
Principal	<b>Dr.R.Sujatha</b>		

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**

**COURSE PLAN – 2020 – 21 (EVEN SEMESTER)**

<b>Name of the Programme :</b>	<b>Animation</b>	<b>Programme Code :</b>	<b>AN1003</b>
<b>Course Name :</b>	<b>Digital Matte Painting – Practical</b>	<b>Course Code :</b>	<b>20AN207</b>
<b>Year / Semester</b>	<b>I/II</b>	<b>Section</b>	<b>-</b>
<b>Total No. of Students</b>	<b>30</b>	<b>No. of Credits</b>	<b>3</b>
<b>Corresponding lab Paper</b>	<b>Yes</b>	<b>Total No. of Contact Hours</b>	<b>45</b>
<b>Course Teacher Name</b>	<b>Mr.Praveen Kumar</b>		

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>UNIT – I Introduction to Matte Painting</b>							
1.1	<b>Matte Painting</b>	<b>3</b>	<b>Adobe Photoshop</b>			<b>P</b>	<b>2</b>
1.2	<b>Principles of Matte Painting</b>	<b>-</b>				<b>P</b>	<b>4</b>
1.3	<b>Basic techniques of Matte painting</b>	<b>5</b>				<b>P</b>	<b>6</b>
1.4	<b>Concepts of Matte painting</b>	<b>34</b>				<b>P</b>	<b>8</b>
1.5	<b>Discussion on gathering references</b>	<b>38</b>				<b>P</b>	<b>11</b>
<b>UNIT – II Working with layers</b>							
2.1	<b>Fundamentals of Creating Layers</b>	<b>58-82</b>	<b>Adobe</b>			<b>P</b>	<b>13</b>

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
2.2	<b>Creating layers from multiple images</b>		<b>Photoshop</b>			<b>P</b>	<b>15</b>
2.3	<b>Cloning techniques and matching the plate</b>					<b>P</b>	<b>17</b>
2.4	<b>Color correction through Adjustment layers</b>					<b>P</b>	<b>19</b>
2.5	<b>Object selection and Cut through Masking methods</b>					<b>P</b>	<b>21</b>
<b>UNIT – III Lighting techniques for Matte Painting</b>							
3.1	<b>Color correction / Color balance</b>	<b>36-42</b>	<b>Adobe Photoshop</b>			<b>P</b>	<b>23</b>
3.2	<b>Create the Day/Night Lighting</b>	<b>85</b>				<b>P</b>	<b>25</b>
3.3	<b>Create Foggy overcast Lighting</b>	<b>88</b>				<b>P</b>	<b>27</b>
3.4	<b>Create Sunset/Sunrise Lighting</b>	<b>-</b>				<b>P</b>	<b>29</b>
<b>UNIT – IV Finalizing Image</b>							
4.1	<b>Matching color with foreground</b>	<b>87</b>	<b>Adobe Photoshop</b>			<b>P</b>	<b>31</b>
4.2	<b>Environment composing</b>	<b>91</b>				<b>P</b>	<b>33</b>
4.3	<b>Bits of realism with Background</b>	<b>92</b>				<b>P</b>	<b>35</b>
<b>UNIT – V Project in Digital Matte Painting.</b>							
5.1	<b>Project in Digital Matte Painting. - I</b>	<b>-</b>	<b>Adobe Photoshop</b>			<b>P</b>	<b>5</b>
5.2	<b>Project in Digital Matte Painting. - II</b>	<b>-</b>				<b>P</b>	<b>5</b>
<b>TOTAL HOURS</b>							<b>45</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes ) P – Practical



\* LCD / PPT / Black Board (BB) / Worksheet(WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV) , Google Docs (GDO), and Google Slides(GS) , Google Forms (GOF) and Whiteboards(WB),Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

### Text Book

- 1) Digital Matte Painting Techniques, Tutorials & Walk-Throughs , User guide

### Reference Books

- 1) The Digital Matte Painting hand book, Author: David Mattingly, Sybex

### Web Resources

39. <https://www.youtube.com/watch?v=LYJHIAIrIos>
40. <https://www.youtube.com/watch?v=CS6PIKSjtIs>

### Gaps in the Syllabus

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
1.	Workshop on Digital Matte Painting	Workshop	-	HB

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)

**COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)**

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
1	<b>Nil</b>				
2					
3					
4					

**PORTION FOR EXAMINATION**

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	<b>SLIP / CLASS TEST</b>	<b>Unit – I</b>	<b>20%</b>
2.	<b>I INTERNAL</b>	<b>Unit – I, II, III (up to -----)</b>	<b>50%</b>
3.	<b>II INTERNAL</b>	<b>Unit – III (from -----) , IV, V</b>	<b>50%</b>
4.	<b>End Semester Examination</b>	<b>Unit I to V</b>	<b>100%</b>

Designation	Prepared by		
	Name	Signature	Date
Course Coordinator / In-charge	<b>Mr.Praveen Kumar</b>		
Programme Coordinator	<b>Mr.M.Purushothaman</b>		

Approved by			
	Name	Signature	Date
HoD	<b>Mr.V.Chenthil Kumar</b>		
Dean Academics	<b>Dr.S.Priya</b>		
Principal	<b>Dr.R.Sujatha</b>		

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**  
**COURSE PLAN – 2020 – 21 (ODD/EVEN SEMESTER)**

<b>Name of the Programme :</b>	<b>ANI/VIS/CS/NET/MCHM/FSPM</b>		
<b>Course Name :</b>	<b>General Tamil IV</b>	<b>Course Code :</b>	<b>19UT401</b>
<b>Year / Semester</b>	<b>II / II</b>	<b>Section</b>	
<b>Total No. of Students</b>		<b>No. of Credits</b>	<b>3</b>
<b>Corresponding lab Paper</b>	<b>Yes / No.</b>	<b>Total No. of Contact Hours</b>	<b>45</b>
<b>Course Teacher Name</b>	<b>Mrs.N.Selvi/Mrs.H.Geetha/Mrs.R.Sailakshmi</b>		

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>UNIT – I</b>							
1	நற்றிணை-விளையாடு ஆயமொடு	1	BB	2			2
2	குறுந்தொகை- நிலத்தினும் பெரிதே,அகவன் மகளே	3	BB	2			2
3	புறநானூறு- உண்டால் அம்ம,உற்றுழிஉதவியும்	4	BB	2			2
	சிறுபாணாற்றுப்படை -திறவாக் கண்ண	7	BB	3			3
<b>UNIT – II</b>							

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
	திருக்குறள்-அன்புடைமை (பத்து குறட்பாக்கள்)	CM/10	BB	2			3
	நாலடியார் -கல்வி – முதல் ஐந்து பாடல்கள்	CM/13	BB	2			3
	மூதுரை-முதல் ஐந்து பாடல்கள் மட்டும்	CM/15	BB	2			3
UNIT – III							
	புதின இலக்கியம் -சப்பரம்	CM/16	BB	2			9
UNIT – IV							
	வழுஉச் சொற்களை நீக்குதல்	CM/65	BB	3			3
	பிறமொழிச் சொற்களை நீக்குதல்	CM/67	BB	3			3
	சொற்பிரிப்புப் பிழைகளை நீக்குதல்	CM/69	BB	3			3
UNIT – V							
	சங்க இலக்கியம் ஓர் அறிமுகம்	CM/72	BB	3			3
	புதினங்களின் தோற்றமும் வளர்ச்சியும்	CM/75	BB	3			3
	கடித வகைகள் எழுதுதல்	-	BB	3			3
<b>TOTAL HOURS</b>							<b>45</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes ) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet(WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV) , Google Docs (GDO), and Google Slides(GS) , Google Forms (GOF) and Whiteboards(WB),Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

### Course Material

2. பொதுத்தமிழ்-IV- பாடநூல் தொகுப்பு கல்லூரித் -தமிழ்த்துறை வெளியீடு

### Reference Books

1. சங்க இலக்கியம்,எட்டுத்தொகை,நியூசெஞ்சரி புக் ஹவுஸ்,சென்னை. டிசம்பர் 2010
2. பதினெண் கீழ்க்கணக்கு நூல்கள்,சாரதா பதிப்பகம்,கௌரா ஏஜன்சீஸ்,சென்னை. டிசம்பர் 2012
3. சப்பரம்,சுப்பாரதிமணியன், நியூ செஞ்சரி புக் ஹவுஸ்,சென்னை. ஜூலை 2015
4. தமிழ் நடைக் கையேடு,தமிழ்ப் பல்கலைக்கழகம்,தஞ்சாவூர்-அடையாளம் பதிப்பகம்,புத்தானத்தம்.டிசம்பர் 2015
5. தமிழ் இலக்கிய வரலாறு, மு.வரதராசன், சாகித்திய அகாதெமி, சென்னை. டிசம்பர் 2015 தண்டியலங்காரம்.சைவ சித்தாந்த நூற் பதிப்புக் கழக வெளியீடு,சென்னை: 1976.Print.
6. தமிழ் இலக்கிய வரலாறு-1 .மது.ச.விமலானந்தம். முல்லை நிலையம், சென்னை: 1976.Print.

### Gaps in the Syllabus

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
1.	செய்தித்தாள்கள் வாசித்தல்		2	(HB)
2.	புத்தகம் வாசித்தல்		2	(HB)

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)

COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
1	1	Assignment	2	கட்டுரை எழுதுதல்	2
2		Seminar	2	புத்தகம் வாசித்து விமர்சனம் செய்தல்	2
3	2	Peer teaching	2	நடைமுறை நிகழ்வுகளை கலந்தாலோசித்தல்	2

**PORTION FOR EXAMINATION**

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	<b>SLIP / CLASS TEST</b>	<b>Unit – I</b>	<b>20%</b>
2.	<b>I INTERNAL</b>	<b>Unit – I, II, III (up to -----)</b>	<b>40%</b>
3.	<b>II INTERNAL</b>	<b>Unit – III (from -----) , IV, V</b>	<b>40%</b>
4.	<b>End Semester Examination</b>	<b>Unit I to V</b>	<b>100%</b>

Designation	Prepared by		
	Name	Signature	Date
Course Coordinator / In-charge	<b>N . SELVI</b>		

Approved by			
	Name	Signature	Date
HoD	<b>Mrs . N . SELVI</b>		

Dean Academics	<b>Dr.S.PRIYA</b>		
Principal	<b>Dr.R.SUJATHA</b>		

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE  
COURSE PLAN – 2020 – 21 (EVEN SEMESTER)**

<b>Name of the Programme :</b>	<b>B.Sc Animation, Viscom, CS, Networking, Food Science &amp; Processing, Fire &amp; Industrial Safety and Marine Catering Hotel Management</b>		
<b>Course Name :</b>	<b>HindiIV</b>	<b>Course Code :</b>	<b>19UH401</b>
<b>Year / Semester</b>	<b>II / IV</b>	<b>Section</b>	
<b>Total No. of Students</b>		<b>No. of Credits</b>	<b>3</b>
<b>Corresponding lab Paper</b>	<b>No</b>	<b>Total No. of Contact Hours</b>	<b>45</b>
<b>Course Teacher Name</b>	<b>Mrs.S.Neela</b>		



Sl. No.	TOPIC	Course Material Page No	*Teaching Aids	Mode of Delivery			Cumulative Hours
				L	T	P	
<b>UNIT – I हिन्दीसाहित्यका इतिहास History of Ancient and medieval Hindi literature</b>							
1	आदिकाल <b>Adhikaal - Prithiviraj raso.</b>	<b>CM-02</b>	<b>BB / PPT</b>	<b>3</b>	<b>2</b>		<b>5</b>
2	भक्तिकाल <b>Bhakthikaal – Nirgun Bakthi and Sagun Bakthi</b>	<b>CM-7</b>	<b>BB / PPT</b>	<b>2</b>	<b>2</b>		<b>4</b>
<b>UNIT – II - नैतिक कविताएं (Ethical poem)</b>							
3	कठ-पुतली है या जीवन है। (kttputhleehaiyajeevanhai)	<b>CM-9</b>	<b>BB / PPT</b>	<b>1</b>	<b>1</b>		<b>2</b>
4	माँ (Maa)	<b>CM-10</b>	<b>BB / PPT</b>	<b>1</b>	<b>1</b>		<b>2</b>
5	एक आशीर्वाद (Eakhaasheervadh)	<b>CM-11</b>	<b>BB / PPT</b>	<b>1</b>	<b>1</b>		<b>2</b>
<b>UNIT – III - व्याकरण (Grammar)</b>							
9	क्रिया verb	<b>CM-13</b>	<b>BB / PPT</b>	<b>3</b>	<b>1</b>		<b>4</b>

Sl. No.	TOPIC	Course Material Page No	*Teaching Aids	Mode of Delivery No of Hours		Cumulative Hours
10	संबंध बोधक sambandhbodhak	CM-14	BB / PPT	3	1	4
11	समुच्चय बोधक	CM-15	BB / PPT	2	1	3
<b>UNIT – IV - पर्यटन - Tourism</b>						
12	रामेश्वरम - Rameshwaram	CM-16	BB / PPT	1	1	2
13	ताजमहल - The Taj Mahal	CM-17	BB / PPT	1	1	2
14	मदुरै - Madurai	CM-17	BB / PPT	1	1	2
15	श्रीनगर – Shri Nagar	CM-18	BB / PPT	1	1	2
16	कन्याकुमारी - Kanyakumari	CM-19	BB / PPT	1	1	2
<b>UNIT – V – अनुवाद - Translation</b>						
17	हिन्दी से अंग्रेज़ी में अनुवाद	CM-15	BB / PPT	8	1	9
<b>TOTAL HOURS</b>						<b>45</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes ) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet(WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV) , Google Docs (GDO), and Google Slides(GS) , Google Forms (GOF) and Whiteboards(WB),Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

## Course Material

41. **Hindi IV.** A Compiled book, covering all the topics of the syllabus prepared by the Department of Hindi.

## Reference Books

### 7. Webliography

[http://archive.mu.ac.in/myweb\\_test/TYBA%20study%20material/Hindi%20Sahitya%20Ka%20Etihas.pdf](http://archive.mu.ac.in/myweb_test/TYBA%20study%20material/Hindi%20Sahitya%20Ka%20Etihas.pdf)

8. हन्दी प्रचार वाहनी-3 दक्षिण भारत हन्दी प्रचार सभा, मद्रास हन्दी प्रचार प्रेस त्यागराय नगर,

चेन्नै:17पहला संस्करण- अक्टूबर,2018 दूसरा संस्करणजुलाई,2019: मुद्रक |Page nos. 14, 15, 18

9. R.Janakaja, Shabari Hindi vyakaran, Shabari Book House,37-First agraaharam,Salem, First edition -2005:Print

10. Dr.K.M.Chandra Mohan. Hindi Vatayan. Viswavidhalaya Prakasan Chowk, Varanasi-221001:Print

11. प्रश्नोत्तर सहति मध्यमा पाठ्य सामग्री, दक्षिण भारत हन्दी प्रचार सभा, हन्दी प्रचार प्रेस ,चेन्नै:17,पहला संस्करण- जून,

2018नौवाँ पुनर्मुद्रण – जून , 2019: मुद्रक | Pages no. 177 and 178 (1 to 6)

## Gaps in the Syllabus

SL. NO	Name of the Topic	Proposed Action	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
1.	Speaking Skill – Self Introduction		2	HT
2.	Reading Skill – Reading Activity		2	HT
3.	Speaking Skill – Assignment		1	HB

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, and Industrial Visit, Others (if any)

## COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
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### PORTION FOR EXAMINATION

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	SLIP / CLASS TEST	Unit – IV	20%
2.	I INTERNAL	Unit – I(Chapter 1 ), IV, V	50%
3.	II INTERNAL	Unit – I (Chapter 2) , II, III	50%
4.	End Semester Examination	Unit I to V	100%

Designation	Prepared by		
	Name	Signature	Date
Course Coordinator / In-charge	S.Neela		

Approved by			
	Name	Signature	Date
HoD	S.Neela		
Dean Academics	Dr.S.Priya		

Principal	Dr.R.Sujatha		
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**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**  
**COURSE PLAN – 2020 – 21 (ODD/EVEN SEMESTER)**

<b>Name of the Programme:</b>	<b>B.Sc Animation, Viscom, CS, Networking, Food Science &amp; Processing, and Fire &amp; Industrial Safety</b>		
<b>Course Name:</b>	<b>General English IV</b>	<b>Course Code:</b>	<b>19UGE402</b>
<b>Year / Semester</b>	<b>IV</b>	<b>Section</b>	
<b>Total No. of Students</b>		<b>No. of Credits</b>	<b>3</b>
<b>Corresponding lab Paper</b>	<b>No</b>	<b>Total No. of Contact Hours</b>	<b>45</b>
<b>Course Teacher Name</b>	<b>Mr. C. Senthil Kumar</b>		

Sl. No.	TOPIC	Course Material Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>UNIT – I–INTRODUCTION TO COMMUNICATION</b>							
1	<b>Introduction</b>	<b>1 to 3</b>	<b>BB / PPT</b>	<b>1</b>	<b>1</b>		<b>2</b>

Sl. No.	TOPIC	Course Material Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
2	<b>Barriers &amp; Types</b>	<b>3 to 5</b>	<b>BB / PPT</b>	<b>2</b>	<b>1</b>		<b>3</b>
3	<b>7C's of Communication</b>	<b>5 to 7</b>	<b>BB / PPT</b>	<b>2</b>	<b>2</b>		<b>4</b>
<b>UNIT – II - WRITING</b>							
4	<b>Resume Etiquettes</b>	<b>8 to 9</b>	<b>BB</b>	<b>3</b>			<b>3</b>
5	<b>Resume Writing</b>	<b>9 to 10</b>	<b>BB</b>	<b>3</b>			<b>3</b>
6	<b>Report Writing</b>	<b>10 to 14</b>	<b>BB</b>	<b>3</b>			<b>3</b>
<b>UNIT – III - BODY LANGUAGE</b>							
7	<b>Introduction: Body Language</b>	<b>15 to 16</b>	<b>VIDEO</b>	<b>2</b>	<b>1</b>		<b>2</b>
8	<b>Importance of Body Language in a Professional Atmosphere</b>	<b>16 to 18</b>	<b>VIDEO</b>	<b>2</b>	<b>1</b>		<b>3</b>
9	<b>Do's &amp; Don'ts: Body Language</b>	<b>19 to 40</b>	<b>VIDEO</b>	<b>2</b>	<b>2</b>		<b>4</b>
<b>UNIT – IV - PRESENTATION</b>							
10	<b>Presentation &amp; Its Types</b>	<b>41 to 43</b>	<b>VIDEO</b>	<b>3</b>			<b>3</b>
11	<b>Do's &amp; Don'ts: Presentation Skills</b>	<b>43 to 46</b>	<b>VIDEO</b>	<b>3</b>			<b>3</b>
12	<b>Exercises on Presentation</b>	<b>47 to 49</b>	<b>VIDEO</b>	<b>3</b>			<b>3</b>
<b>UNIT – V – SENTENCE CORRECTION</b>							
13	<b>Correct Usage of Verbs &amp; Adverbs – Definition – Rules.</b>	<b>50 to 52</b>	<b>BB / WS</b>	<b>2</b>	<b>1</b>		<b>3</b>
14	<b>Correct Usage of Preposition: Definition – Rules.</b>	<b>53 to 57</b>	<b>BB / WS</b>	<b>2</b>	<b>1</b>		<b>3</b>

Sl. No.	TOPIC	Course Material Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
15	<b>Correct Usage of Conjunction &amp; Interjection:</b> Definition – Rules	<b>57 to 61</b>	<b>BB / WS</b>	<b>2</b>	<b>1</b>		<b>3</b>
<b>TOTAL HOURS</b>							<b>45</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes ) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet(WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV) , Google Docs (GDO), and Google Slides(GS) , Google Forms (GOF) and Whiteboards(WB),Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

#### **Course Material**

42. **General English IV.** A Compiled book, covering all the topics of the syllabus prepared by the Department of English.

#### **Reference Books**

43. SrivasanHema. **Communication Skills.** Bangalore: Frank Brothers & Co. Ltd, 2004. Print.

44. Wren & Martin. **High School English Grammar & Composition.** India: S.Chand& Company Ltd, 1995. Print.

45. G.RadhakrishnaPillai. **Emerald English Grammar and Composition.** Bangalore: Emerald Publisher, 1998. Print.

46. Dr.K.Alex. **Soft Skills.** New Delhi: S.Chand& Company Ltd, 1997. Print.

47. Dr. Gupta C.B. **Business Correspondence & Reporting -Business Law, Business Correspondence & Reporting (CA-Foundation).** New Delhi: Taxmann, 2018. Print.

48. A.P.Bhardwaj. **General English for Competitive Examinations**. New Delhi: Dorling Kindersley (India) Pvt. Ltd, 2013. Print.
49. Michael Swan. **Practical English Usage**. New Delhi: Oxford University Press,2008.Print
50. Randolph Quirck, Sidney Greenbaum, Geoffrey Leech, Jan Svartvik. **A Comprehensive Grammar of the English Language**. New Delhi: Dorling Kindersley (India) Pvt. Ltd, 2010. Print.
51. John Adair. **The Effective Communicator**. Noida: Anubha Printers. 2005. Print.

#### E – Books /Library INFLIBNET RESOURCES

52. <https://nlist.inflibnet.ac.in/search/Record/EBC483375>
53. <https://nlist.inflibnet.ac.in/search/Record/EBC481114>
54. <https://nlist.inflibnet.ac.in/search/Record/EBC1864716>

#### Gaps in the Syllabus

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
1.	Speaking Skill – Self Introduction		3	HT
2.	Reading Skill – Reading Activity		2	HT
3.	Speaking Skill – Assignment		1	HB

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)

#### COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
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1	1		<b>Newspaper</b>	<b>Report writing Skills – Newspaper</b>	<b>1</b>
2	2		<b>Video Presentation</b>	<b>Professional Skills – Body language</b>	<b>1</b>
3	3		<b>Video Presentation</b>	<b>Professional Presentation Skills</b>	<b>1</b>

### PORTION FOR EXAMINATION

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	<b>I INTERNAL</b>	<b>Unit – I, II</b>	<b>40%</b>
2.	<b>II INTERNAL</b>	<b>Unit – III, IV</b>	<b>40%</b>
3.	<b>SLIP / CLASS TEST</b>	<b>Unit – V</b>	<b>20%</b>
4.	<b>End Semester Examination</b>	<b>Unit I to V</b>	<b>100%</b>

Designation	Prepared by		
	Name	Signature	Date
Course Coordinator / In-charge	<b>C. Senthil Kumar</b>		

Approved by			
	Name	Signature	Date
HoD	<b>R.Suganthi Hepzibha</b>		

Dean Academics	<b>Dr.S.Priya</b>		
Principal	<b>Dr.R.Sujatha</b>		

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**  
**COURSE PLAN – 2020 – 2 (ODD SEMESTER)**

<b>Name of the Programme:</b>	Animation	<b>Programme Code:</b>	AN1003				
<b>Course Name:</b>	Rigging & Animation - Practical	<b>Course Code:</b>					
<b>Year / Semester</b>	II/IV	<b>Section</b>	A&B				
<b>Total No. of Students</b>	50	<b>No. of Credits</b>	3				
<b>Corresponding lab Paper</b>	-	<b>Total No. of Contact Hours</b>	50				
<b>Course Teacher Name</b>	Mr.P.Kishore Kumar						
Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>Unit 1: Intro to character setup &amp; Kinematics</b>							
1.1	Understanding basic anatomy & skeletons of	39-41	Autodesk			1	1

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
	character		Maya & PPT				
1.2	Deformers, Constraints and Set driven keys	44-48				1	2
1.3	Control curves and GUI					1	3
1.4	Forward and inverse kinematics	51-54				1	4
1.5	Fk skeleton and FK setup, IK skeleton and IK setup					2	6
1.6	Types of IK	56-64				2	8
1.7	FK and IK blend / switch					2	10
<b>Unit 2: Biped &amp; Quadruped rigging</b>							
2.1	Creating skeleton for biped & Quadruped character	68-72	Autodesk Maya & PPT			2	12
2.2	Creating control curves	75-78				2	14
2.3	Skinning the character to skeleton (smooth rigid)	80-83				3	17
2.4	Editing skin and Creating character sets	86-90				3	20
<b>Unit 3: Full body Inverse Kinematic</b>							
3.1	Full body Inverse Kinematic s & skeleton and facial rigging	94-98	Autodesk			1	21

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery			Cumulative Hours
				No of Hours			
3.2	Full body IK workflow	99-105	Maya & PPT			1	22
3.3	Pinning and unpinning effectors	207-217				1	23
3.4	Creating auxiliary pivots and effectors	220-226				1	24
3.5	Creating floor character for hands and feet	229-236				2	26
3.6	Creating a facial rig for facial expressions	242-247				2	28
3.7	Lip sync	248-257				2	30
<b>Unit 4: Basic animation workflow and Procedural animation</b>							
4.1	Understanding principles of animation using primitive objects	262-266	Autodesk Maya & PPT			1	31
4.2	Dope sheets, Graph editor, Trax editor	270-275				1	32
4.3	Key frame animation, Non linear animation and Path animation	279-282				1	33
4.4	Building hierarchies	286				1	34
4.5	Applying the animation workflow and principles of animation to animate a biped and quadruped character	290				1	35
4.6	Create clips and poses	296				1	36

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery			Cumulative Hours
				No of Hours			
4.7	Animating camera nodes	300-302				1	37
4.8	Manipulating curve tangency	304-307				1	38
4.9	Camera motion paths (walk through / fly through)	308-311				1	39
4.10	BG animation and looping	312-315				1	40
<b>Unit 5: Facial animation and lip sync</b>							
5.1	Importing sound to timeline and trax	767-778	Autodesk Maya & PPT			2	42
5.2	Using editor facial rig and blend shape nodes to sync with sound	780-795				4	46
5.3	Using clips and poses in trax editor for facial expression and lip sync	798-821				4	50
<b>TOTAL HOURS</b>							<b>50</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet (WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV), Google Docs (GDO), and Google Slides (GS), Google Forms (GOF) and Whiteboards (WB), Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

### Text Book

*Mastering Autodesk Maya 2015* by Eric Keller , Todd Palamar & Anthony Honn , Publisher-Sybex.

### Reference Books

1. *Introducing Autodesk Maya 2015 (Autodesk Official Training Guides)* by Dariush Derakhshani, Publisher-Sybex.
2. *How to Cheat in Maya 2014: Tools and Techniques for Character Animation* by Eric Luhta, Kenny Roy, Publisher- Focal Press.

### Gaps in the Syllabus

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
1.	-	-	-	-

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)

### COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
1	-	-	-	-	-

### PORTION FOR EXAMINATION

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
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1.	SLIP / CLASS TEST	Unit – I	20%
2.	I INTERNAL	Unit – I, II, III	50%
3.	II INTERNAL	Unit – III, IV, V	50%
4.	End Semester Examination	Unit I to V	100%

Designation	Prepared by		
	Name	Signature	Date
Course Coordinator / In-charge	Mr.P.Kishore Kumar		
Programme Coordinator	Mr.M.Purushothaman		

Approved by			
	Name	Signature	Date
HoD	Mr.V.Chenthil Kumar		
Dean Academics	Dr.S.Priya		
Principal	Dr.R.Sujatha		

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**  
**COURSE PLAN – 2020 – 21 (EVEN SEMESTER)**

<b>Name of the Programme:</b>	Animation	<b>Programme Code:</b>	AN1003
<b>Course Name:</b>	Introduction to Virtual Reality & Augmented Reality - Practical	<b>Course Code:</b>	19AN407
<b>Year / Semester</b>	II/IV	<b>Section</b>	-
<b>Total No. of Students</b>	50	<b>No. of Credits</b>	2
<b>Corresponding lab Paper</b>	Yes	<b>Total No. of Contact Hours</b>	40
<b>Course Teacher Name</b>	M.PURUSHOTHAMAN		

Sl. No.	TOPIC	Reference / Text Book	*Teaching Aids	Mode of Delivery No of Hours	Cumulative Hours
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		Page No		L	T	P	
<b>UNIT – I Intro to Virtual reality</b>							
1.1	Concepts of VR	<b>27-38 347 - 372</b>	Autode sk Maya			<b>1</b>	<b>1</b>
1.2	VR in 3d App					<b>2</b>	<b>3</b>
1.3	VR Gaming					<b>2</b>	<b>5</b>
1.4	Interactive shows					<b>2</b>	<b>7</b>
1.5	VR Rendering					<b>2</b>	<b>9</b>
<b>UNIT – II VFX in VR</b>							
2.1	VR Plugins		Autode 3DS Max and AR Applic ations			<b>2</b>	<b>11</b>
2.2	Working with VR footages					<b>1</b>	<b>12</b>
2.3	Adding Effects					<b>2</b>	<b>14</b>
2.4	Final Output					<b>2</b>	<b>16</b>
2.5	Concepts of VR					<b>2</b>	<b>18</b>
2.6	VR Plugins					<b>1</b>	<b>19</b>
<b>UNIT – III Intro to Augmented Reality</b>							
<b>3.1</b>	Concepts of AR		Autode 3DS Max and AR Applic ations			<b>1</b>	<b>20</b>
<b>3.2</b>	AR Applications					<b>1</b>	<b>21</b>
<b>3.3</b>	3D Objects to AR					<b>3</b>	<b>24</b>
<b>3.4</b>	Types of Augmented Reality					<b>2</b>	<b>26</b>

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
<b>UNIT – IV AR Devices</b>							
<b>4.1</b>	Sencors - Cameras		Autode 3DS Max and AR Applcications			<b>3</b>	<b>29</b>
<b>4.2</b>	Projection					<b>3</b>	<b>32</b>
<b>4.3</b>	Processing					<b>3</b>	<b>35</b>
<b>4.4</b>	Project in VR- AR					<b>3</b>	<b>38</b>
<b>UNIT – V Project in VR- AR</b>							
<b>5.1</b>	Project in VR	<b>304 - 309</b>	Autode 3DS Max and AR Applcications			<b>2</b>	<b>40</b>
<b>TOTAL HOURS</b>							<b>40</b>

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet (WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV), Google Docs (GDO), and Google Slides (GS), Google Forms (GOF) and Whiteboards (WB), Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

### Text Book-Reference Book

*55. Principles & practice Augmented Reality – Author :Tieter schmalstieg, Tobias Hollerer..*

## Web Resources

<https://www.youtube.com/MayaHowTos>

## Gaps in the Syllabus

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)

## COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)

Sl.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted

## PORTION FOR EXAMINATION

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage
1.	<b>SLIP / CLASS TEST</b>	<b>Unit – I</b>	<b>20%</b>
2.	<b>I INTERNAL</b>	<b>Unit – I, II, III</b>	<b>50%</b>
3.	<b>II INTERNAL</b>	<b>Unit – III, IV, V</b>	<b>50%</b>
4.	<b>End Semester Examination</b>	<b>Unit I to V</b>	<b>100%</b>

Designation	Prepared by		
	Name	Signature	Date
Course Coordinator / In-charge	Mr. M.Purushothaman		
Programme Coordinator	Mr. M.Purushothaman		

Approved by			
	Name	Signature	Date
HoD	Mr.V.Chenthil Kumar		
Dean Academics	Dr.S.Priya		
Principal	Dr.R.Sujatha		

**SubbalakshmiLakshmipathy College of Science, Madurai**

**Department of Animation - Activity Sheet**

<b>Name of the Programme:</b>		B.Sc., Animation		
<b>Name of the Course:</b>		Introduction to Virtual Reality & Augmented Reality – Practical / 19AN407		
<b>Name of the Course Faculty:</b>		M.Purushothaman		
<b>Class:</b>		II Year Animation		
<b>Academic Year:</b>		2020-21		
<b>S. No</b>	<b>Exercise No.</b>	<b>Exercise</b>	<b>Unit</b>	<b>No. of Hours</b>
35.	35.	Create 360 Render in 3DS max	I	4
36.	36.	Create Interior 360 Render with Some Particles	II	4
37.	37.	Link the Objects with AR Application	VI	3
<b>Total Hours</b>				<b>11</b>

**Course In-Charge**

**Programme Coordinator**

**HoD**

**Dean**

**Principal**

**SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE**

**COURSE PLAN – 2020 – 21 (EVEN SEMESTER)**

<b>Name of the Programme :</b>	ANI/VIS/CS/NET/MCHM/FSPM/F&IS/HONS&ACCA/ B.Com B&I/BBA	<b>Programme Code :</b>	
<b>Course Name :</b>	Basic Tamil IV	<b>Course Code :</b>	19UBT410
<b>Year / Semester</b>	II / II	<b>Section</b>	
<b>Total No. of Students</b>	24	<b>No. of Credits</b>	2
<b>Corresponding lab Paper</b>	No	<b>Total No. of Contact Hours</b>	30
<b>Course Teacher Name</b>	Ms.R.Sailakshmi		

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
				L	T	P	
<b>UNIT – I</b>							
1	பழங்கள்	CM/1	BB	1			1
2	காய்கறிகள்	CM/2	BB	1			1
3	மளிகைப்பொருட்கள்	CM/3	BB	1			1

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
	அறுசுவை	CM/4	BB	1			1
	சந்தையில் பயன்படுத்தும் சொற்கள்	CM/5	BB	1			1
	உரையாடல்	CM/6	BB	1			1
UNIT – II							
	மருத்துவத்துறை தொடர்பானவை	CM/7	BB	1			1
	கல்வித்துறை தொடர்பானவை	CM/8	BB	1			1
	விளையாட்டு தொடர்பானவை	CM/9	BB	1			1
	புவியியல்துறை தொடர்பானவை	CM/10	BB	1			1
	வானியல்துறை, வீடு தொடர்பானவை	CM/11	BB	1			1
	பொதுச் சொற்கள்	CM/12	BB	1			1
UNIT – III							
	எழுத்து வேறுபாடுகள்	CM/13	BB	2			2
	பிரித்து எழுதுதல்	CM/14	BB	2			2
	சேர்த்து எழுதுதல்	CM/15	BB	2			2
UNIT – IV							
	சொல்லும் பொருளும்	CM/16	BB	1			2
	எதிர்ச்சொல்	CM/17	BB	1			2

Sl. No.	TOPIC	Reference / Text Book Page No	*Teaching Aids	Mode of Delivery No of Hours			Cumulative Hours
	மரபும் வழுவும்	CM/18	BB	1			1
	மொழிபெயர்ப்பு - தமிழ்-ஆங்கிலம்	CM/19	BB	1			1
	மொழிபெயர்ப்பு - ஆங்கிலம் - தமிழ்	CM/20	BB	2			2
UNIT – V							
	தமிழ் நூல்களும் ஆசிரியர்களும்	CM/21	BB	1			1
	பொன்மொழிகள்	CM/22	BB	1			1
	சிறப்புத் தொடர்கள்	CM/23	BB	2			2
	உரையாடல்	-	BB	2			2
TOTAL HOURS							30

L – Lecture T – Tutorial (Problems / Example Programs / Revision Classes ) P – Practical

\* LCD / PPT / Black Board (BB) / Worksheet(WS) / Video (V) / Group Discussion (GD) / Blended & Flipped (BF) / Open Educational Resources (OER) media that are freely accessible, Google tools like Drive (GRV) , Google Docs (GDO), and Google Slides(GS) , Google Forms (GOF) and Whiteboards(WB),Wikipedia (W) any other tools may also be included. [Mark the abbreviation in the teaching aids column]

#### Course Material

12. அடிப்படைத் தமிழ்; - II – பாடநூல் தொகுப்பு வெளியீடு தமிழ்த்துறை கல்லூரித் -



### Gaps in the Syllabus

SL. NO	Name of the Topic	PROPOSED ACTION	No of Hours Allotted	Hours with in the Time Table (HT) / Hours beyond the Time Table (HB)
1.	உரையாடல்		2	(HB)
2.	புத்தகம் வாசித்தல்		2	(HB)

\* Proposed Actions can be Assignments, Seminars, Peer Teaching, Industrial Visit, Others (if any)

### COURSE PLAN FOR CONTENT BEYOND SYLLABUS (TO MEET THE INDUSTRIAL NEEDS)

SI.NO	Module	Mode of Delivery	Teaching Aids	Planned Topics	Total No of Hours Allotted
1	1	Assignment	1	மொழிபெயர்ப்பு	1
2		Seminar	1	புத்தகம் விமர்சனம் செய்தல்	1
3	2	Peer teaching	1	நடைமுறை நிகழ்வுகளை கலந்தாலோசித்தல்	1

### PORTION FOR EXAMINATION

Sl. No.	Mode	Proposed Portions to be Covered	Proportion (Portion) in Percentage	
1.	<b>I INTERNAL</b>	<b>Unit – I, II, III (up to -----)</b>	<b>50%</b>	
2.	<b>II INTERNAL</b>	<b>Unit – III (from -----) , IV, V</b>	<b>50%</b>	
3.	<b>End Semester Examination</b>	<b>Unit I to V</b>	<b>100%</b>	
Designation		Prepared by		
		Name	Signature	Date
Course Coordinator / In-charge		<b>Ms . R . Sailakshmi</b>		

Approved by			
	Name	Signature	Date
HoD	<b>Mrs . N . SELVI</b>		
Dean Academics	<b>Dr.S.PRIYA</b>		
Principal	<b>Dr.R.SUJATHA</b>		

