


ANNAMALAI UNIVERSITY

(Affiliated Colleges)

217 – B. Sc. Visual Communication

Programme Structure and Scheme of Examination (under CBCS)

(Applicable to the candidates admitted from the academic year 2023 -2024 onwards)

Part	Course Code	Study Components & Course Title	Credit	Hours/Week	Maximum Marks		
					CIA	ESE	Total
SEMESTER – I							
I	23UTAML11-I 23UHINL11-I 23UFREL11-I	Language– I பொது தமிழ் -II: தமிழிலக்கிய வரலாறு- I Hindi-I French-I	3	6	25	75	100
II	23UENGL12	General English – I	3	6	25	75	100
III	23UVISC13	Core – I: Introduction to Human Communication	5	5	25	75	100
	23UVISC14	Core – II : Visual Arts and Aesthetics	5	5	25	75	100
	23UVISEP1	Elective – I: Graphic Design and Typography Practical	3	4	25	75	100
IV	23UTAMB16 23UTAMA16	Skill Enhancement Course-I* NME-I / Basic Tamil – I / Advanced Tamil – I	2	2	25	75	100
	23UVISF17	Foundation Course: Digital Drawing and Painting Practical	2	2	25	75	100
	Total			23	30		
SEMESTER – II							
I	23UTAML21/ 23UHINL21/ 23UFREL21	Language– II பொது தமிழ் -II: தமிழிலக்கிய வரலாறு-2/ Hindi-II French-II	3	6	25	75	100
II	23UENCL22	General English – II	3	6	25	75	100
III	23UVISC23	Core –III: Understanding Visual Communication	5	5	25	75	100
	23UVISP24	Core – IV: Practical -I: Photography and Videography	5	5	25	75	100
	23UVISE25	Elective - II Publication Design (Practical)	3	4	25	75	100
IV	23UTAMB26 23UTAMA26	Skill Enhancement Course – II * NME-II / Basic Tamil – II / Advanced Tamil - II	2	2	25	75	100
	23USECG27	Skill Enhancement Course – III Internet and its Applications (Common Paper)	2	2	25	75	100
	23UNMSD01	Language Proficiency for employability: Overview of English Communication**	2	-	25	75	100
Total			25	30			800

SEMESTER – III							
I	23UTAML31/ 23UHINL31/ 23UFREL31	Language – III பொது தமிழ் -III: தமிழக வரலாறும், பண்பாடும்/ Hindi-III/ French-III	3	6	25	75	100
II	23UENCL32	General English – III	3	6	25	75	100
III	23UVISC33	Core –V: Multimedia Technologies and Standards (Theory)	5	5	25	75	100
	23UVISP34	Core – VI: Audio-Visual Editing (Practical)	5	5	25	75	100
	23UVISE35	Elective – III: 2D and 3D Modelling (Practical)	3	4	25	75	100
IV	23UVISS36	Skill Enhancement Course – IV Multimedia Content Packaging (Practical)	1	1	25	75	100
	23UVISS37	Skill Enhancement Course – V Design Thinking (Theory)	2	2	25	75	100
		Environmental Studies	-	1	-	-	-
Total			22	30			700

SEMESTER – IV							
I	23UTAML41/ 23UHINL41/ 23UFREL41	Language – IV: பொது தமிழ் -IV: தமிழும் அறிவியலும்/ Hindi-IV/ French-IV	3	6	25	75	100
II	23UENCL42	General English – IV	3	6	25	75	100
III	23UVISC43	Core –VII: Film Appreciation and Analysis (Theory)	5	5	25	75	100
	23UVISP44	Core – VIII: Animation and Character Design (Practical)	5	5	25	75	100
	23UVISE45	Elective – IV: Compositing and Visual Effects (Practical)	3	3	25	75	100
IV	23UVISS46	Skill Enhancement Course – VI Script Writing and Storyboard Development (Practical)	2	2	25	75	100
	23UVISS47	Skill Enhancement Course – VII Digital Skills for Employability (Practical)	2	2	25	75	100
V	23UEVSG48	Environmental Studies	2	1	25	75	100
Total			25	30			800

		SEMESTER – V					
III	23UVISC51	Core –IX: Advertising and Brand Communication (Theory)	4	5	25	75	100
	23UVISC52	Core – X: User Experience Design (Theory)	4	5	25	75	100
	23UVISP53	Core – XI: Advanced 3D Texturing and Sculpting (Practical)	4	5	25	75	100
	23UVISD54	Core – XII: Project with viva- voce	4	5	25	75	100
	23UVISE55	Elective – V: Immersive Media Design (Theory)	3	4	25	75	100
	23UVISE56	Elective – VI: Short Filmmaking (Fiction or Non-fiction) (Practical)	3	4	25	75	100
IV	23UVALG57	Value Education	2	2	25	75	100
	23UVISI58	Summer Internship ⁺⁺	2	-	25	75	100
Total			26	30			800
		SEMESTER – VI					
III	23UVISC61	Core –XIII: Media Culture in Tamil Nadu (Theory)	4	6	25	75	100
	23UVISC62	Core – XIV: Media Entrepreneurship (Theory)	4	6	25	75	100
	23UVISP63	Core – XV: Extended Reality Design (Practical)	4	6	25	75	100
	23UVISE64	Elective – VII: Capstone Project (Practical)	3	5	25	75	100
	23UVISE65	Elective – VIII: Virtual Production (Theory)	3	5	25	75	100
IV	23UVISF66	Professional Competency Skill: Cybersecurity Training for Media Professionals (Theory)	2	2	25	75	100
	23UVISX67	Extension Activity	1	-	25	75	100
Total			21	30			700
Grand Total			142				4500

Non-major (NME) Electives offered to other Departments

IV	23UVISN16	Digital Storytelling and Scriptwriting (Practical)	2	2	25	75	100
	23UVISN26	Image Editing and Color Management (Practical)	2	2	25	75	100

* PART-IV: NME / Basic Tamil / Advanced Tamil (Any one)

Students who have not studied Tamil upto 12th Standard and have taken any Language other than Tamil in Part-I, must choose Basic Tamil-I in First Semester & Basic Tamil-II in Second Semester.

Students who have studied Tamil upto 10th & 12th Standard and have taken any Language other than Tamil in Part-I, must choose Advanced Tamil-I in First Semester and Advanced Tamil-II in Second Semester.

** The course “23UNMSD01: Overview of English Communication” is to be taught by the experts from Naan Mudhalvan Scheme team. However, the faculty members of Department of English should coordinate with the Naan Mudhalvan Scheme team for smooth conduct of this course.

⁺⁺Students should complete two weeks of internship before the commencement of V semester.

Choice Based Credit System (CBCS), Learning Outcomes Based Curriculum Framework (LOCF) Guideline Based Credit and Hours Distribution System for all UG courses including Lab Hours

First Year – Semester-I

Part	List of Courses	Credit	No. of Hours
Part I	Language – Tamil	3	6
Part II	English	3	6
Part III	Core Theory, Practical & Elective Courses	13	14
Part IV	Skill Enhancement Course SEC-1 (NME-I)	2	2
	Foundation Course	2	2
		23	30

Semester-II

Part	List of Courses	Credit	No. of Hours
Part I	Language – Tamil	3	6
Part II	English	3	6
Part III	Core Theory, Practical & Elective Courses	13	14
Part IV	Skill Enhancement Course -SEC-2 (NME-II)	2	2
	Skill Enhancement Course -SEC-3 (Discipline / Subject Specific)	2	2
		23	30

Second Year – Semester-III

Part	List of Courses	Credit	No. of Hours
Part I	Language - Tamil	3	6
Part II	English	3	6
Part III	Core Theory, Practical & Elective Courses	13	14
Part IV	Skill Enhancement Course -SEC-4 (Entrepreneurial Based)	1	1
	Skill Enhancement Course -SEC-5 (Discipline / Subject Specific)	2	2
	E.V.S	-	1
		22	30

Semester-IV

Part	List of Courses	Credit	No. of Hours
Part I	Language - Tamil	3	6
Part II	English	3	6
Part III	Core Theory, Practical & Elective Courses	13	13
Part IV	Skill Enhancement Course -SEC-6 (Discipline / Subject Specific)	2	2
	Skill Enhancement Course -SEC-7 (Discipline / Subject Specific)	2	2
	E.V.S	2	1
		25	30

Third Year

Semester-V

Part	List of Courses	Credit	No. of Hours
Part III	Core Theory, Practical, Project & Elective Courses	22	28
Part IV	Value Education	2	2
	Internship / Industrial Visit / Field Visit	2	-
		26	30

Semester-VI

Part	List of Courses	Credit	No. of Hours
Part III	Core Theory, Practical & Elective Courses	18	28
Part IV	Professional Competency Skill	2	2
Part V	Extension Activity	1	-
		21	30

Consolidated Semester wise and Component wise Credit distribution

Parts	Sem I	Sem II	Sem III	Sem IV	Sem V	Sem VI	Total Credits
Part I	3	3	3	3	-	-	12
Part II	3	3	3	3	-	-	12
Part III	13	13	13	13	22	18	92
Part IV	4	4	3	6	4	2	23
Part V	-	-	-	-	-	1	1
Total	23	23	22	25	26	21	140

***Part I, II, and Part III components will be separately taken into account for CGPA calculation and classification for the under graduate programme and the other components Part IV, V have to be completed during the duration of the programme as per the norms, to be eligible for obtaining the UG degree.**

CREDIT DISTRIBUTION FOR U.G. PROGRAMME

Part	Course Details	No. of Courses	Credit per course	Total Credits
Part I	Tamil	4	3	12
Part II	English	4	3	12
Part III	Core Courses	15	4/5	68
	Elective Courses: Generic / Discipline Specific (3 or 2+1 Credits)	8	3	24
Part I, II and III Credits				116
Part IV	Skill Enhancement Courses / NME / Language Courses	7	1/2	15
	Professional Competency Skill Course	1	2	2
	Environmental Science (EVS)	1	2	2
	Value Education	1	2	2
	Internship	1	2	2
Part IV Credits				23
Part V	Extension Activity (NSS / NCC / Physical Education)	1	1	1
Total Credits for the UG Programme				140

Methods of Evaluation		
Internal Evaluation	Continuous Internal Assessment Test	25 Marks
	Assignments	
	Seminars	
	Attendance and Class Participation	
External Evaluation	End Semester Examination	75 Marks
	Total	100 Marks
Methods of Assessment		
Recall (K1)	Simple definitions, MCQ, Recall steps, Concept definitions	
Understand/Comprehend (K2)	MCQ, True/False, Short essays, Concept explanations, Short summary or overview	
Application (K3)	Suggest idea/concept with examples, Suggest formulae, Solve problems, Observe, Explain	
Analyze(K4)	Problem-solving questions, Finish a procedure in many steps, Differentiate between various ideas, Map knowledge	
Evaluate(K5)	Longer essay/Evaluation essay, Critique or justify with pros and cons	
Create(K6)	Check knowledge in specific or off beat situations, Discussion, Debating or Presentations	

<p>Programme Outcomes:</p>	<p>PO1: Knowledge of Economics: Ability to understand Economic Theories and functioning of Economic Models. To develop an adequate competency in the Economic Theory and Methods.</p> <p>PO2: Analytical Reasoning and Critical Thinking: Critically Analyze and assess the way in which economists examine the real world to understand the current events and evaluate specific proposals.</p> <p>PO3: Logical Reasoning and Quantitative Ability: Ability to understand how to collect and analyse data and use empirical evidence to evaluate the validity of hypothesis, using Quantitative Methodology and conduct data analysis to interpret results.</p> <p>PO4: Communication and Research Skills: Communication and Research related skills. Developing a sense of capability for relevant/appropriate inquiry and asking questions, synthesising and articulating and reporting results and to efficiently communicate thoughts and ideas in a clear and concise manner.</p> <p>PO5: Gender, Environment and Sustainability: Comprehend the Environmental issues and Sustainable Development and strive to achieving economic and social equity for women and be Gender Sensitive.</p> <p>PO6: Employability and Leadership Skills: Become empowered individuals to be employed in various positions in industry, academia and research and have the potential to become Entrepreneurs and take leadership roles in their chosen occupations and communities.</p> <p>PO7: Social Interaction: Acquire the ability to engage in relevant conversations and have the ability to understand the views of society that would help initiate policy making.</p> <p>PO8: Digital Literacy and Lifelong Learning: Capability to use ICT tools in a variety of learning situation and use appropriate software for analysis of data - Ability to acquire Knowledge situations and skills for life through self directed learning and adapt to different learning environments.</p>
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<p>Programme Specific Outcomes:</p>	<p>PSO1: To enable students to apply basic microeconomic, macroeconomic and monetary concepts and theories in real life and decision making.</p> <p>PSO 2: To sensitize students to various economic issues related to Development, Growth, International Economics, Sustainable Development and Environment.</p> <p>PSO 3: To familiarize students to the concepts and theories related to Finance, Investments and Modern Marketing.</p> <p>PSO 4: Evaluate various social and economic problems in the society and develop answer to the problems as global citizens.</p> <p>PSO 5: Enhance skills of analytical and critical thinking to analyze effectiveness of economic policies.</p>
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	PO 1	PO2	PO3	PO4	PO5	PO6	PO7	PO8
PSO 1	Y	Y	Y	Y	Y	Y	Y	Y
PSO 2	Y	Y	Y	Y	Y	Y	Y	Y
PSO3	Y	Y	Y	Y	Y	Y	Y	Y
PSO 4	Y	Y	Y	Y	Y	Y	Y	Y
PSO 5	Y	Y	Y	Y	Y	Y	Y	Y

3 – Strong, 2- Medium, 1- Low

SEMESTER: I CORE - I	23UVISC13: INTRODUCTION TO HUMAN COMMUNICATION	CREDIT: 5 HOURS: 5/W
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Course Description

This course introduces the field of communication and explores the foundational concepts of the discipline. Students will examine various types of communication, the importance of communication, and the nature of communication as an expression, skill, and process. They will also learn about the SMCR model, which explains communication in terms of its source, message, channel, and receiver. The course will cover different contexts of communication such as interpersonal, group, organizational, and mass communication. Students will also explore communication processes and language, including message, meaning, connotation, denotation, culture/codes, and communication barriers. The course will cover levels of communication such as technical, semantic, and pragmatic communication, and delve into the semiotic landscape, including language and visual communication and narrative representation. Students will also gain insight into nonverbal communication and listening skills. The course covers the types and functions of nonverbal communication, including body language, facial expressions, gestures, and posture. Students will learn the importance of active listening in effective communication, and strategies to improve listening skills. The course will cover principles of effective interpersonal communication, communication styles, conflict resolution, and negotiation skills. Students will learn about building and maintaining professional relationships through communication. The course also provides students with the basics of public speaking, including overcoming fear, audience analysis, speech organization, developing effective verbal and visual presentation skills, and using technology in presentations. The course concludes by examining strategies to evaluate and improve public speaking and presentation skills through feedback and practice.

Course Objective

1. Define and categorize various types of communication (Remembering)
2. Analyze communication as a skill, expression, and process (Understanding)
3. Evaluate barriers to communication and develop strategies to improve listening skills (Evaluating)
4. Apply principles of effective interpersonal communication in relationship building (Applying)
5. Create and deliver effective public speeches and presentations (Creating)

Detailed Syllabus

Unit 1: Foundations of Communication

Communication: Definition, types of Communication, Need for and the Importance of Human and Visual Communication

Nature of communication, Communication as expression, skill, and process

Understanding Communication: SMCR Model

Communication in different contexts: interpersonal, group, organizational, and mass communication

Unit 2: Communication Processes and Language

Communication as a process and a Product

Message, Meaning, Connotation, Denotation, Culture/Codes, etc.

Flow of Communication, barriers to Communication

Levels of communication: Technical, Semantic, and Pragmatic

The semiotic landscape: language and visual communication, narrative representation

Unit 3: Nonverbal Communication and Listening Skills

Introduction to nonverbal communication: types and functions

Understanding body language, facial expressions, gestures, and posture

The importance of active listening in effective communication

Barriers to effective listening and strategies to improve listening skills

Unit 4: Interpersonal Communication and Relationship Building

Principles of effective interpersonal communication

Communication styles: assertive, passive, aggressive, and passive-aggressive

Conflict resolution and negotiation skills

Building and maintaining professional relationships through communication

Unit 5: Public Speaking and Presentation Skills

Basics of public speaking: overcoming fear, audience analysis, and speech organization.

Developing effective verbal and visual presentation skills

Using technology in presentations: PowerPoint, Prezi, and other tools

Evaluating and improving public speaking and presentation skills through feedback and practice.

Course Outcomes

1. Define and differentiate between different types of communication, evaluate the impact of communication on society, and create effective communication strategies for different contexts.
2. Analyze communication processes and barriers, synthesize solutions to overcome communication barriers, and evaluate the effectiveness of communication strategies in real-world scenarios.
3. Apply nonverbal communication and active listening skills to improve interpersonal relationships, evaluate the effectiveness of communication skills in relationships, and create communication plans for building and maintaining professional relationships.
4. Evaluate different communication styles and their effectiveness in managing conflicts, design and implement effective conflict resolution strategies, and evaluate the effectiveness of negotiation strategies in different contexts.
5. Develop and deliver persuasive public speeches and presentations, integrate appropriate technology tools to enhance the impact of the message, and evaluate the effectiveness of public speeches and presentations in real-world scenarios.

Mapping

PSO/CO	CO 1	CO 2	CO 3	CO 4	CO 5
PSO 1	2	2	3	1	1
PSO 2	1	1	2	1	2
PSO 3	1	2	3	1	2
PSO 4	1	1	1	3	1
PSO 5	1	1	2	2	2
PSO 6	3	1	1	1	1
PSO 7	2	2	2	1	1

Key Textbooks

1. Berger, A. A. (2016). *Messages: An Introduction to Communication*. Routledge.
2. Bharadwaj, A., & Rath, P. (2021). *Public Speaking for Leaders: Communication Strategies for the Global Market*. Taylor & Francis Group.
3. McLean, S. (2005). *The Basics of Interpersonal Communication*. Pearson/A and B.
4. Mihir. (2021). *PUBLIC SPEAKING: Speak Effectively in Public*. Mihir Prajapati.
5. Nagendra, S. P. (2021). *Excellence in Communication Skills*. Shashi Prabha Nagendra.
6. Savithri, S. R. (2019). *Introduction to Communication Sciences*. Nova Science Publishers.
7. Turner, L. H., & West, R. (2018). *An Introduction to Communication*. Cambridge University Press.

References

1. Bar-Am, N. (2016). *In Search of a Simple Introduction to Communication*. Springer.
2. Berger, A. A. (2016). *Messages: An Introduction to Communication*. Routledge.
3. Dickhaus, J., & Netzley, S. (2017). *Introduction to Communication (First Edition)*. Cognella, Incorporated.
4. *Evolution and Aesthetics: Visual Arts in Comparative Perspective*. (2018). Angelo Pontecorboli Editore.
5. Locher, P., Martindale, C., & Dorfman, L. (2020). *New Directions in Aesthetics, Creativity and the Arts*. Routledge.
6. Turner, L. H., & West, R. (2018). *An Introduction to Communication*. Cambridge University Press.
7. van Eck, C., & Winters, E. (2017). *Dealing with the Visual: Art History, Aesthetics and Visual Culture*. Routledge.
8. Dillow, M. R. (2022). *An Introduction to the Dark Side of Interpersonal Communication*. Cognella, Incorporated.
9. Gareis, J., & Cohn, E. (2021). *Communication As Culture: An Introduction to the Communication Process*. Kendall Hunt Publishing Company.
10. Roden, M. S. (2014). *Introduction to Communication Theory*. Elsevier.

Web Resources

1. Communication Research - <https://journals.sagepub.com/home/crx>
2. Journal of Communication - <https://onlinelibrary.wiley.com/journal/14602466>
3. Communication Monographs - <https://www.tandfonline.com/toc/rcmm20/current>
4. Journal of Computer-Mediated Communication - <https://academic.oup.com/jcmc>
5. Human Communication Research - <https://onlinelibrary.wiley.com/journal/14682805>
6. International Association of Business Communicators - <https://www.iabc.com/>

SEMESTER: I CORE - II	23UVISC14: VISUAL ARTS AND AESTHETICS	CREDIT: 5 HOURS: 5/W
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Course Description:

This course "Visual Arts and Aesthetics" provides an introduction to the study of history, philosophy, and theories surrounding the visual arts. It examines the various ways in which we understand and appreciate art and beauty, and how we communicate these ideas to others. The course explores the different techniques, styles, and media used in creating visual art, as well as the cultural and historical contexts that shape these works of art. During the course of study students will learn how to analyze, interpret, and critique visual art, and how to develop their own aesthetic sensibilities. Students will gain a solid foundation in the history and theory of visual art and aesthetics and also examine the relationship between art and society.

Course Objectives:

1. To understand the concepts of aesthetics and the philosophy of beauty.
2. To study the evolution of art and the various styles and movements in Western and Eastern art.
3. To analyze the role of art in society and the artist as an agent of change.
4. To develop an understanding of the elements of art and principles of composition.
5. To explore the connection between art and everyday life, including the role of aesthetics in enhancing the human experience.

Unit 1: Visual Art and Aesthetics

Aesthetic Experience, Objectivism vs. Subjectivism

Elements of Visual Art

Creativity and Expression in Art, Symbolism and Iconography

Form and Function Form; Content and Composition; Form - Representational and Abstract

Emerging Visual Context - Virtual Reality and Digital Culture

Unit 2: Indian Art

Prehistoric cave paintings - Bhimbetka, Indus Valley Civilisation, Buddhist Art

Murals – Ajantha, Ellora, Bagh and Sittanvasal

Miniatures – Pala, Mughal, Rajathan, Pahari and Deccan

Art Movements – Bengal School, Bombay Progressive Artist Group, Baroda Group of Artists

Progressive Painters Association – Madras Art Movement

Unit 3: Western Art

Pre-historic art, Greek, Romanesque, Byzantine, Gothic

Renaissance, Baroque, Realism, Impressionism, Postimpressionism

Pointillism, Symbolism, Cubism, Expressionism

Futurism, Dadaism, Surrealism, Op, Pop,
Minimal, Conceptual Art, Performance Art

Unit 4: Contemporary Movements and Artists

Street Art, Digital Art, Neo Pop Art, Installation Art, Afrofuturism

Internet Art, Posthuman Art, Data Art, Net.Art

Superflat Art, Contemporary Figurative Art, Data Sculpture, Data Painting

Anish Kapoor, Sudarshan Shetty, Nalini Malani, Amar Kanwar, Shilpa Gupta, Atul Dodiya, Jitish Kallat, Bharti Kher, Subodh Gupta, CJ Anthony Dass, Alphonso Arul Doss, RB Bhaskaran, KM Adimoolam, AP Santhanaraj, G Raman

Golan Levin, David McCandless, Nathalie Miebach, Aaron Koblin, Chris Jordan, Zach Blas, Tega Brain, Sam Lavigne, Joel Stern, James Parker, Sean Dockray, Refik Anadol, Pipilotti Rist, Bill Viola,
Lynn Hershman Leeson, Isaac Julien, Hito Steyerl, Arthur Jafa

Unit 5: Visual Art Analysis and Appreciation

Description, Analysis, Interpretation, Judgment

Heinrich Wölfflin – Principles of Art History

Clive Bell – Significant Form

Erwin Panofsky - Three levels of Iconography

Roland Barthes – Rhetoric of the Image

Course Outcomes:

1. Identify and describe the different styles and movements in art history.
2. Develop critical thinking skills in analyzing and interpreting artworks.
3. Demonstrate the ability to communicate ideas and emotions through art.
4. Engage in constructive critique and feedback of one's own and others' artwork.
5. Recognize the significance of art in contemporary society and its impact on cultural and social issues.

Mapping

PSO/CO	CO 1	CO 2	CO 3	CO 4	CO 5
PSO 1	3	3	3	3	1
PSO 2	3	3	2	3	2
PSO 3	2	2	3	2	3
PSO 4	3	3	2	3	2
PSO 5	1	2	1	2	1
PSO 6	1	1	1	1	1
PSO 7	3	2	3	2	1

Key Textbooks

1. Kleiner, F. S., Gardner, H. (2009). Gardner's Art through the Ages: A Global History. United States: Thomson/Wadsworth.
2. The Routledge Companion to Aesthetics. (2013). United Kingdom: Taylor & Francis.
3. Mitter, P. (1994). Indian Art. United Kingdom: Oxford University Press.

4. Huntington, J. C., Huntington, S. L. (2014). *The Art of Ancient India: Buddhist, Hindu, Jain*. Japan: Motilal Banarsidass.
5. Smith, V. A. (2015). *Art of India*. United Kingdom: Parkstone International.
6. *Oxford Readings in Indian Art*. (2018). India: Oxford University Press.
7. Audry, S. (2021). *Art in the Age of Machine Learning*. United States: MIT Press.
8. Reichle, I. (2009). *Art in the Age of Technoscience: Genetic Engineering, Robotics, and Artificial Life in Contemporary Art*. Austria: Springer.

References:

1. Pande, A. (2013). *Masterpieces of Indian Art*. India: Lustre Press.
2. Bahl, S. (2012). *5000 Years of Indian Art*. India: Lustre Press.
3. Adams, L. (2005). *A history of western art*. Boston: McGraw-Hill.
4. Berleant, A. (2019). *Aesthetics and Environment: Variations on a Theme*. Routledge.
5. Barthes, R. (1977). *Image-Music-Text*. United Kingdom: Farrar, Straus and Giroux.
6. Panofsky, E. (2018). *Studies In Iconology: Humanistic Themes In The Art Of The Renaissance*. United Kingdom: Taylor & Francis.

Web Resources:

1. Title: The Art Story, URL: <https://www.theartstory.org/>
2. <https://philosophy.lander.edu/intro/articles/bell-a.pdf>
3. <https://williamwolff.org/wp-content/uploads/2014/08/Barthes-Rhetoric-of-the-image-ex.pdf>
4. http://tems.umn.edu/pdf/Panofsky_iconology2.pdf
5. Title: Tate Kids, URL: <https://www.tate.org.uk/kids>
6. Title: Khan Academy, Art History, URL: <https://www.khanacademy.org/humanities/art-history>
7. The Met, URL: <https://www.metmuseum.org/learn/educators/curriculum-resources/art-and-activities>.

SEMESTER: I ELECTIVE: I	23UIVSEP1: (GENERIC/DISCIPLINE) GRAPHIC DESIGN AND TYPOGRAPHY PRACTICAL	CREDIT: 3 HOURS: 4/W
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Course Description:

This graphic design course is designed for individuals who are interested in learning the fundamentals of graphic design. The course covers a wide range of topics, including lines of different thicknesses, curves of different thicknesses, shapes of different forms, patterns of different kinds, distortion of different kinds, lettering (fonts) - alphabets (typographic study), fonts numbers, logo design, letterhead, visiting cards, brochures, and print advertisements for newspapers and magazines in both black & white and color. Throughout the course, students will engage in practical exercises that allow them to explore and experiment with different design elements, techniques, and tools. By the end of the course, students will have a strong foundation in graphic design principles and be able to create visually appealing and professional designs for a variety of mediums and purposes. This course is ideal for those who are starting their graphic design journey, as well as for anyone who wants to improve their existing design skills.

Course Objectives:

1. To understand the principles and practices of graphic design
2. To develop skills in typographical design
3. To learn how to communicate effectively through graphic design
4. To acquire knowledge of different design elements and principles
5. To be able to apply design principles and skills to real-world graphic design projects

Detailed Syllabus

Procedural Knowledge on Graphic Design and Typography
(Viva/Written Test Topics for Practical Examination)

Graphic Design and Typography Record

As a part of this course, students will be required to maintain a record of their Graphic Design and Typography exercises. This record will help students keep track of their progress and allow them to reflect on their work. The record can be maintained in a digital format such as a blog, portfolio website or cloud storage. The digital record should have at least Five Graphic Design and Typography Exercises-one from each unit developed using appropriate software. Students should ensure that their record is organised, labelled clearly and includes any relevant details such as date of the exercise, software used, and a brief description of the exercise. This record should be submitted at the end of the course for evaluation.

Practical Examination

Practical examination could be in the form of viva, testing students procedural knowledge, evaluation of Graphic Design and Typography. Students can also be asked to create a Graphic Design and Typography work for practical demonstration of their competency. Viva or Written

examination can be based on the Procedural Knowledge on the software used for developing the content. Students should be able to explain what technique or pipeline/workflows were deployed.

Unit 1: Understanding Graphic Design

Point, Line, Shape, Form, Light, Color, Texture, Scale, Space, Closure, Expression, Abstraction, Tone, Frame, Proportion, Image, Pattern Shape and space, Form and space, space and tension; Design using Gestalt perception

Unit 2: Design Process

The creative process: creative brief, research, Ideation, Production; Depth of Meaning – perception, sensation, emotion, intellect, identification, reverberation, spirituality; Importance of Research in the Design Process, Size and format

Unit 3: Typography

Typography: Letter Form, Anatomy of Typeface, Classification of Typefaces, Serif, Sans Serif and slab serif Font, Display type, Text type, Size and measurement of type, Kerning, Tracking, Leading, Hyphenations, Justifications, Indents, outdents, hanging punctuations, Paragraphs, Drop caps, Contrast and Scale, Expressiveness and emotion in type, Special characters, Optical Spacing, Type families: Width, weight and slopes, Type personality, Hierarchy and navigation.

Unit 4: Grid and Layout

Elements of a Grid: Margins, Flowlines, Columns, Modules, Spatial zones, Markers, Gutters and Alleys; Grid: Single-Column/Manuscript Grid, Multi column Grid, Modular Grid, Hierarchical Grid, Baseline Grid, Compound Grid, Layout: Pacing and Sequencing, Pattern and Form, Rhythm and Flow, Space, Alignment, Emphasis, Hierarchy and Scale

Unit 5: Composition and Color

Composition: Balance, Movement, Symmetry, Asymmetry, Tension, Contrast, Figure-Ground, Dominance, Rhythm, Unity; Color: Hue, Tone, Saturation, Tints; Primary, Secondary, Tertiary, Complementary, CMYK, RGB, Analogous, Monochromes; Color associations: emotions, connotations, denotations, contrast and harmony

Practical Exercise -Record

1. Create a visual composition using basic elements of design (lines, shapes, and forms).
2. Design a balanced layout incorporating proximity and alignment principles.
3. Develop a color palette based on color theory and color associations.
4. Analyze an existing design and critique its use of design elements and principles.
5. Redesign a poorly balanced composition by applying design principles.
6. Draw a complex pattern using multiple shapes and forms.
7. Design a unique, hand-lettered alphabet.

- Demonstrate ability to create different shapes and forms, and explore how to manipulate them to achieve different effects.

Mapping

PSOs/COs	CO1	CO2	CO3	CO4	CO5
PSO 1	3	2	2	3	2
PSO 2	3	3	3	3	2
PSO 3	3	3	3	3	3
PSO 4	3	3	3	3	2
PSO 5	2	2	3	3	3

Key Textbooks

- White, A. W. (2011). *The Elements of Graphic Design*. United States: Allworth Press.
- Samara, T. (2012). *Drawing for Graphic Design: Understanding Conceptual Principles and Practical Techniques to Create Unique, Effective Design Solu*. United States: Rockport Publishers.
- Stewart, S., Dabner, D., Vickress, A. (2020). *Graphic Design School: A Foundation Course for Graphic Designers Working in Print, Moving Image and Digital Media*. United Kingdom: Thames & Hudson.
- Vienne, V., Heller, S. (2015). *Becoming a Graphic and Digital Designer: A Guide to Careers in Design*. Germany: Wiley.
- Santoro, S. W., Santoro, E. (2013). *Guide to Graphic Design*. United States: Pearson Education.

References

- Phillips, J. C., Lupton, E. (2015). *Graphic Design: The New Basics: Second Edition, Revised and Expanded*. United States: Princeton Architectural Press.
- Casey, A., Calvert, S., Dabner, D. (2010). *The New Graphic Design School: A Foundation Course in Principles and Practice*. United Kingdom: Wiley.
- Dabner, D., Stewart, S., Zempol, E. (2013). *Graphic Design School: The Principles and Practice of Graphic Design*. United States: Wiley.
- Reveley, R. (2019). *Learn Graphic Design (Page by Page): 50 Exercises in Colour, Composition, Typography, Branding, Packaging, Editorial Design and Contextual Studies*. (n.p.): Independently Published.
- Frasie, R. (2018). *Graphic Design Handbook*. United States: Independently Published.
- Best Practices for Graphic Designers, Packaging: An Essential Guide for Implementing Effective Package Design Solutions*. (2013). Taiwan: Rockport Publishers.

Web Resources

- Journal of Graphic Design - <https://www.journalofgraphicdesign.com/>
- Communication Arts - <https://www.commartarts.com/>
- Eye Magazine - <https://www.eyemagazine.com/>

4. Print Magazine - <https://www.printmag.com/>
5. How Design - <https://www.howdesign.com/>

SEMESTER: I	23UVISF17: DIGITAL DRAWING AND PAINTING PRACTICAL (FOUNDATION COURSE)	CREDIT: 2 HOURS: 2/W
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Course Description

The Digital Painting and Drawing course provides an in-depth understanding of the art and science of creating paintings and drawings for visual effects, film, and video game industries. This course is designed for artists, graphic designers, and animators who want to learn how to create realistic environments, landscapes, and backgrounds for film, television, and video games. The course starts with an introduction to digital painting and drawing and tools required for creating digital painting and drawing. The course covers various techniques of creating digital painting and drawing such as perspective drawing, color composition, texturing, and camera projection. In addition to these techniques, the course also focuses on creating various illustration styles, such as charcoal, pastel, and watercolor. The course also includes practical exercises that provide hands-on experience in creating digital painting and drawing for various genres like sci-fi, fantasy, and cyberpunk. Students will have an opportunity to work on projects like creating multi-plane parallax set-ups, camera projection, and transitions from day to night or changing seasons. Upon completion of the course, students will have a strong foundation in creating digital painting and drawing and will have a solid understanding of the tools and techniques used in the industry.

Course Objectives

1. Develop an understanding of Digital Painting and Drawing as an art form and as a visual effects technique, including the ability to differentiate it from other related disciplines such as concept art and fantasy art.
2. Acquire practical skills in digital painting and drawing tools and techniques, including using a digitizing tablet, customizing brushes, and creating patterns and textures.
3. Learn to apply fundamental principles of perspective, color, and lighting in the creation of paintings and drawings, including using atmospheric perspective, vanishing points, and different types of lighting.
4. Gain proficiency in compositing and integrating matte paintings with live action or 3D elements, including using camera projection, multi-plane setups, and compositing techniques.
5. Develop advanced skills in Digital Painting and Drawing, including creating environments and transitions, incorporating visual effects such as smoke and fire, and creating simulated natural phenomena such as precipitation.

Note: While open source software for Digital Matte Painting such as GIMP/InkSpace, Krita is the recommended. However, each institution/college can choose to train the students in any other open source or commercial alternative such as Adobe Creative Cloud Suite Apps, Procreate, Mental Case etc.

Detailed Syllabus

Procedural Knowledge on Digital Painting and Drawing
(Viva/Written Test Topics for Practical Examination)

Students/College Can Alternatively Adopt Conventional Hand Drawing Techniques for Practical Exercises

Digital Painting and Drawing Record

Students should to keep a record of their Digital Painting and Drawing works in the form of album or a slideshow. If reference images are used, both the original and recreated Digital Painting/Drawing should be presented side-by-side in the record. A minimum of five Digital Paintings from various genre will be the minimum requirement. A Description of Intent, Purpose and Vision for each Digital Matte Painting should be included.

Practical Examination

Practical examination could be in the form of viva, testing students procedural knowledge, evaluation of Practical Examination techniques. Students can also be asked to create a Practical Examination for practical demonstration of their competency. Viva or Written examination can be based on the Procedural Knowledge on the Practical Examination software. Students should be able to explain what technique, brushes or pipeline/workflows were deployed.

Unit 1: Introduction about Digital Painting and Drawing

Basic geometrical shapes: circle, triangle, square, rectangle, and ellipse, Creating depth and volume using light and dark tones; Creating and drawing organic shapes; Gradients, Brush stroke, ruler and grid, Rule of third, Light and shadow.

Understanding the difference between Concept Art and Fantasy Art, thumbnail sketching and ideation, working in software using the Pen Tablet, converting paper to digital, file format and file size, aspect ratio, 2K Resolution. Paint vs. pixels vs vector.

Photoshop/GIMP Workspace, The Basic Tools for Painting in Photoshop/GIMP - layers concept, smudge, blur, Overlays, texture, various shapes and sizes of brushes, using and making custom brushes, brush palette, working with paint tools, mask and layer adjustments, setting up your workspace, Photoshop/GIMP Panels, working with image-based brushes, digitizing tablet.

Unit 2: Perspectives, Color, Texturing

Perspective basics - one point, two points and three points, understanding the significance of vanishing point and horizon line, eye level, above eye level, below eye level, working with atmospheric perspective, field of vision, overlapping objects and creating depth in the composition.

Perspective Drawing - setting up your vanishing points, drawing the basic shapes in perspective, drawing buildings and environment, adding fine details.

Colors - colour composition, effects of colour on perspective, colour shades by atmosphere lighting, highlight, mid tone, shadow, hue and saturation, working with colour correction, merge by colour tone and proportion.

Texturing and color correction, blending modes, finding and working with reference photos, levels and curves in color correction, lighting the scene, creating the sky, understanding different themes of patterns: floral, abstract, geometric, making your own patterns, applying pattern textures, texture libraries, creating texture in drawing: fur, hair, feathers, wood grain, Drawing surfaces: metal, glass, water, fabric.

Unit 3: Camera, Lighting and Composition

Camera projection: Preparing Your Photoshop/GIMP File for Camera Projection in Blender/Maya/Unreal Engine, setting up for camera projection, adding the image plane, positioning the camera using the reference grid.

Lighting techniques, day-for-night, preparing the daytime plate, preparing the night time plate, adding life to the city, relighting, the night sky.

Image composition, background making, paint material and software layer distribution, understanding the depth of field, multi-plane set up in compositing, matte layers extractions matching with 3D objects or live action. Form, finding the light and dark sides, cast shadows, cores, final form layer, adding the line drawing using light and shadow to create form and volume.

Unit 4: Genres of Digital Painting

Changing Seasons, the Summertime Plate, the Wintertime Plate, Dusk

Charcoal Drawings in Photoshop/GIMP, Charcoal Techniques, Bridal Portrait with Tiny Charcoal Marks, Landscape Rendering with Smudgy Charcoal Look, Conte and Charcoal Rendering

Pastel Drawing in Photoshop/GIMP, Pastel Techniques, Making a Pastel Brush, Printing Considerations

Painting with Watercolors in Photoshop/GIMP, Watercolor Technique, Watercolor Brushes, Pattern Stamp Watercolor Technique, Brush Watercolor Technique, Simple Two-Layer Watercolor Painting

Painting with Oil Paints in Photoshop/GIMP, Impasto Technique, Bevel and Emboss Layer Style Oil Painting, Portrait Painting Using Bevel and Emboss, Printing Considerations

Illustration Techniques in Photoshop/GIMP, Stylize – Find Edges Illustration Technique, Faux HDR Illustration, Pen-and-Ink with Aquatint Illustration, Dreamy Soft Focus Effect, CutOut Illustration

Unit 5: Advanced Techniques

Using Third-Party Add on for enhancing drawing and painting quality.

Detailed Practical Exercises for Digital Painting and Drawing

(Any Five from the Following Exercise for Digital Record)

Students/College Can Alternatively Adopt Conventional Hand Drawing Techniques for Practical Exercises

Exercise 1: Create a concept environment using only 2 reference images.

Exercise 2: Create a stylized painting of a sci-fi city using only basic shapes and custom brushes.

Exercise 3: Create a transition from day to night of a landscape using color correction and lighting techniques.

Exercise 4: Create a multi-plane parallax set up for a busy marketplace scene using 2D images.

Exercise 5: Create a photo realistic castle environment for camera projection.

Exercise 6: Create a stop motion effect using still frames of a character walking through different environments.

Exercise 7: Create 3 paintings of changing seasons using matte layers.

Exercise 8: Create charcoal and pastel style matte paintings using custom brushes.

Exercise 9: Create watercolour and oil painting style matte paintings using custom brushes and layer styles.

Exercise 10: Create three different illustration styles like pen & ink, stylized and soft focus using filters and effects.

Exercise 11: Create visual effects like smoke, fire, clouds using third party plug-ins and compositing.

Exercise 12: Create a sci-fi vehicle in a futuristic city environment.

Exercise 13: Create a neon sign for a building at night in a cyberpunk city environment.

Course Outcomes

1. Create digital paintings and drawings using various painting techniques, software tools, and custom brushes.
2. Analyze and evaluate digital paintings and drawings and identify the elements of perspective, color, texture, and lighting used in the artwork.
3. Develop advanced skills in compositing, camera projection, and special effects using third-party software and compositing techniques.
4. Synthesize their learning by designing and completing practical exercises in digital paintings and drawings, including creating a photo-realistic environment, a transition from day to night, and creating an concept environment.
5. Apply critical thinking and problem-solving skills to develop original and creative digital paintings and drawings that demonstrate an understanding of the principles and techniques covered in the course.

Mapping

PSOs/COs	CO1	CO2	CO3	CO4	CO5
PSO 1	3	2	2	3	2
PSO 2	3	3	3	3	2
PSO 3	3	3	3	3	3
PSO 4	3	3	3	3	2
PSO 5	2	2	3	3	3

Key Textbooks

1. Mattingly, D. B. (2011). *The Digital Matte Painting Handbook*. John Wiley & Sons.
2. 3dtotal Publishing. (2020). *Beginner's Guide to Digital Painting in Photoshop 2nd Edition*. 3DTotal Publishing.
3. Dinur, E. (2021). *The Complete Guide to Photorealism for Visual Effects, Visualization and Games*. Routledge.

References

1. Bloom, S. R. (2012). *Digital Painting in Photoshop*. CRC Press.
2. Dinur, E. (2021). *The Complete Guide to Photorealism for Visual Effects, Visualization and Games*. Routledge.
3. Mattingly, D. B. (2011). *The Digital Matte Painting Handbook*. John Wiley & Sons.
4. Whitt, P. (2020). *Practical Glimpse: Learn to Edit and Create Digital Photos and Art with This Powerful Open-Source Image Editor*. Apress.
5. Kuhlman, G. (2019). *GIMP for Beginners: First 12 Skills*. Independently Published.

Web Resources

1. Journal of Digital Painting: <https://www.tandfonline.com/loi/tjdp20>
2. Digital Art Online: <https://www.digitalartsonline.co.uk/>
3. Leonardo: Journal of the International Society for the Arts, Sciences and Technology: <https://www.mitpressjournals.org/loi/leon>
4. Journal of Applied Digital Art: <https://www.jada-art.org/>
5. The Journal of Computer Animation and Virtual Worlds: <https://onlinelibrary.wiley.com/journal/15464284>
6. The Art Directors Club: <https://www.adcglobal.org/>
7. Society of Illustrators: <https://www.societyillustrators.org/>
8. The Animation Guild: <https://animationguild.org/>
9. Creative Industries Federation: <https://www.creativeindustriesfederation.com/>
10. National Association of Independent Artists: <http://naia-artists.org/>

SEMESTER: II CORE: III	23UVISC23: UNDERSTANDING VISUAL COMMUNICATION	CREDIT: 5 HOURS: 5/W
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Course Description:

The course on Visual Communication is designed to provide students with a comprehensive understanding of the essential topics and concepts related to visual communication. With the guidance of an expert in the field, this 31-lesson course is divided into eight units that explore the foundations, theories, and practices of visual communication. Students will learn about the study of visual culture, the fundamentals of visual literacy, visual theories, critical viewing skills, and the grammar of visual design. They will also study theories of visual communication, introduction to visual media, visual language, and the art of visual storytelling. The course is designed to equip students with the skills needed to critically analyze and communicate with visual images, from print and film to public spaces and digital media. Students will learn about the role of visual communication in shaping cultural, social, and political narratives, and explore strategies for creating impactful and ethical visual communication. With a focus on developing a deep understanding of visual communication, this course will provide students with the tools needed to succeed in a range of visual design fields.

Course Objectives:

1. Analyze and evaluate the visual elements and messages of various forms of media, from print and film to digital and public spaces.
2. Develop a critical understanding of the foundations, theories, and practices of visual communication, including visual literacy, visual theories, and the grammar of visual design.
3. Apply the principles of design and visual communication to create impactful and ethical visual communication that aligns with specific goals and objectives.
4. Demonstrate an understanding of the role of visual communication in shaping cultural, social, and political narratives, and critically evaluate the use of visual images in various contexts.
5. Develop and present a final project that showcases their ability to create effective visual communication, including narrative development, visual design, and ethical considerations.

Detailed Syllabus:

Unit 1: Introduction to Visual Culture

Introduction to Visual Media, Understanding Visual Media, The Role of Visual Media in Society, Power of Visual Images

Visual Language, Understanding Visual Language in Visual Media, The Role of Visual Language in Communication

Overview of Framing, Understanding Framing in Visual Communication, The Role of Framing in Visual Communication

Types of Narratives, Understanding Narrative Theory and Its Elements in Visual Communication, Understanding Different Types of Narratives in Visual Media, The Role of Narratives in Visual Communication, Understanding Traditional Narrative Media

Unit 2: Fundamentals of Visual Literacy

Definition and Concepts of Visual Literacy, The importance of Visual Literacy, Visual Elements and Principles, Developing Visual Literacy Skills

Visual Environment – Art, Print, Film, TV and Public Space, Understanding the Visual Environment, The role of Visual Communication in different contexts, Public Art and Social Responsibility

Visual Persuasion and Propaganda, Understanding the power of Visual Persuasion, The use of Visual Propaganda in History, Ethical Issues in Visual Persuasion

Visual Stereotypes, The role of Stereotypes in Visual Communication, The impact of Stereotypes on Society, Strategies for Challenging Visual Stereotypes

Unit 3: Visual Literacy

Basic Visual Concepts and Principles, The Elements and Principles of Visual Design, Applying Basic Visual Concepts and Principles

Physiological Aspect and Perceptual Aesthetics, The Physiology of Visual Perception, The Aesthetics of Perception

Perceptual Theories - Sensation and Perception; Organization and Constancies, Sensation and Perception, Organizing Visual Information, Understanding Constancies in Visual Perception,

Gestalt Theory and Constructivism, The Principles of Gestalt Theory, The Principles of Constructivism, Applying Gestalt Theory and Constructivism in Visual Communication, Sensual Theories – Gestalt and Construct

Cognitive Understanding and Cognitive Theories in Visual Communication, The Role of Cognition in Visual Communication

Unit 4: Theories of Visual Communication

Visual Literacy Eye, Developing the Visual Literacy Eye, Visual Analysis Techniques, The Gaze, Definition and types of Gaze, The Male Gaze, The Female Gaze

Critically Analyzing Visuals and Designs, Understanding Form, Content, and Context in Visual Communication, Analyzing the Meaning and Message of Visual Communication

Meaning and Message, Understanding the Relationship between Meaning and Message in Visual Communication, Understanding the Role of Context in the Interpretation of Visual Communication

Form, Content, and Context, Understanding the Relationship between Form, Content, and Context in Visual Communication, Applying Form, Content, and Context in Visual Communication

Cultural Theories – Key Frames from the History of Visual Art, Understanding the Historical and Cultural Context of Visual Communication, The Role of Key Frames in Visual Art History

What is Visual Culture?, Key themes and concepts in Visual Culture, Historical evolution of Visual Culture, Cultural differences in Visual Perception, The impact of technology on Visual Cultures

Unit 5: The Grammar of Visual Design

Semiotics - Iconic, Indexical and Symbolic, Understanding Semiotics in Visual Communication, The Role of Iconic, Indexical, and Symbolic Signs in Visual Communication

Colour Theories, The Science of Colour Perception, The Role of Colour in Visual Communication, The Psychological and Emotional Impact of Colour

Principles of Design, The Basic Principles of Design, Applying the Principles of Design in Visual Communication

Relationship of Elements, Understanding the Relationship between Visual Elements in Design, Creating Balance and Harmony in Visual Communication

Visual Persuasion in Communication, Understanding the Role of Persuasion in Visual Communication, Techniques for Persuasive Visual Communication

Course Outcomes:

1. Analyze and evaluate visual elements and messages in different media forms and contexts, demonstrating an advanced understanding of visual communication concepts and principles.
2. Apply the principles of design and visual communication to create effective and ethical visual communication, considering the needs and goals of specific audiences and contexts.
3. Demonstrate an advanced understanding of the role of visual communication in shaping cultural, social, and political narratives, and analyze the use of visual images in different contexts to inform and persuade audiences.
4. Synthesize knowledge and skills related to visual communication, including visual literacy, design principles, and ethical considerations, to develop a final project that effectively communicates a narrative concept.
5. Evaluate the impact and effectiveness of visual communication, considering the social, cultural, and ethical implications of the use of visual images and messages, and apply this knowledge to their own visual communication practices.

Mapping

	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
CO 1	2	1	3	1	1

CO 2	3	3	3	3	2
CO 3	2	3	2	3	1
CO 4	2	2	3	2	1
CO 5	1	3	2	2	3

Key Textbooks

1. Baldwin, J., & Roberts, L. (2019). *Visual Communication: From Theory to Practice*. Bloomsbury Publishing.
2. Aiello, G., & Parry, K. (2020). *Visual Communication: Understanding Images in Media Culture*. SAGE Publications.
3. Lester, P. M. (2010). *Visual Communication: Images with Messages*. Wadsworth.
4. Smith, K. L., Moriarty, S., Kenney, K., & Barbatsis, G. (2004). *Handbook of Visual Communication: Theory, Methods, and Media*. Routledge.
5. Aiello, G., & Parry, K. (2019). *Visual Communication: Understanding Images in Media Culture*. SAGE.
6. Josephson, S., Kelly, J., & Smith, K. (2020). *Handbook of Visual Communication: Theory, Methods, and Media*. Taylor & Francis.
7. Page, J. T., & Duffy, M. (2021). *Visual Communication: Insights and Strategies*. John Wiley & Sons.

References

1. Aiello, G., & Parry, K. (2020). *Visual Communication: Understanding Images in Media Culture*. SAGE Publications.
2. Baldwin, J., & Roberts, L. (2019). *Visual Communication: From Theory to Practice*. Bloomsbury Publishing.
3. Crow, D. (2017). *Visible Signs: An Introduction to Semiotics in the Visual Arts*. Bloomsbury Publishing.
4. Davis, M., & Hunt, J. (2017). *Visual Communication Design: An Introduction to Design Concepts in Everyday Experience*. Bloomsbury Publishing.
5. Edwards, M. (2015). *The Visual Communications Book: Using Words, Drawings and Whiteboards to Sell Big Ideas*. LID Publishing.

Web Resources

1. Visual Communication Quarterly - <https://www.tandfonline.com/toc/hvcq20/current>
2. Journal of Visual Literacy - <http://www.visualnarratives.org/jvl/index.html>
3. Information Design Journal - <https://benjamins.com/catalog/idj>
4. Journal of Design Communication - <https://journals.sagepub.com/home/dcn>
5. Communication Design Quarterly - <https://sigdoc.acm.org/publications/cdq/>
6. The Association for Computer Machinery (ACM) Special Interest Group on Design of Communication (SIGDOC) - <https://sigdoc.acm.org/>

SEMESTER: II CORE: IV	23UVISP24: PRACTICAL –I PHOTOGRAPHY AND VIDEOGRAPHY	CREDIT: 5 HOURS: 5/W
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Course Description

This course provides an introduction to the fundamentals of photography and videography. Students will learn about the history and development of photography and videography as art forms. The course covers basic camera functions and equipment, including aperture, shutter speed, ISO, focal length, and different types of cameras and lenses. Students will gain hands-on experience with lighting, composition, and framing. They will explore techniques for capturing portraits, landscapes, action shots, and low light scenes. Students will also learn the basics of photo and video storytelling.

The course discusses the similarities and differences between human visual perception and what a camera captures. Students will compare image properties like color, contrast, and sharpness. They will analyze the aesthetics of effective photographs and videos. The course also covers new trends in mobile photography, including the rise of Instagram and social media.

Students will get the opportunity to put skills into practice through a series of practical exercises and assignments. By the end of the course, students will understand the technical and creative elements involved in photography and videography. They will be able to take visually compelling photographs and videos for both personal and professional use. The course provides a foundation for further study in commercial photography, photojournalism, videography, and related fields.

Course Objectives

1. Explain the fundamental concepts and principles of photography and videography.
2. Demonstrate the proper use of cameras and equipment such as lenses, lighting, and composition.
3. Apply techniques for capturing portraits, landscapes, action shots, and low light scenes.
4. Analyze and critique photographs and videos for aesthetics and effectiveness.
5. Create a portfolio of photographs and short videos using skills and techniques from the course.

Detailed Syllabus:

Procedural Knowledge on photography and videography
(Viva/Written Test Topics for Practical Examination)

Photography and videography Record

As a part of this course, students will be required to maintain a record of their photography and videography exercises. This record will help students keep track of their progress and allow them to reflect on their work. The record can be maintained in a digital format such as a blog, portfolio website or cloud storage. The digital record should have at least five photography and videography Exercises-one from each unit. Students should ensure that their record is organised, labelled clearly and includes any relevant details such as date of the exercise, software used, and a brief description of the exercise. This record should be submitted at the end of the course for evaluation.

Practical Examination

Practical examination could be in the form of viva, testing students procedural knowledge, evaluation of photography and videography. Students can also be asked to create a photography and videography work for practical demonstration of their competency. Viva or Written examination can be based on the Procedural Knowledge. Students should be able to explain what technique or pipeline/workflows were deployed.

Unit 1: Introduction to photography and videography:

History of photography and videography, Composition and framing in photography and videography, The rule of thirds, Leading lines, understanding the principles of composition (balance, contrast), Manual and autofocus, Camera Movements and angles: Wide, Close up, Zoom, Pan, Tilt, and Aerial; Settings and subjects: Selecting the right setting for your subject and how to choose the right subject for your setting. Importing images: Pictographic Learning how to transfer images from your camera to your computer and organize them.

Unit 2: Understanding the Camera, Visual Perception and storytelling:

Comparing Human Eye and Camera: Similarities and differences in visual perception; Aesthetics, The role of storytelling in photography and videography, Techniques for crafting compelling visual narratives

Unit 3: Camera Design, Structure, and Operations:

Mastering Camera Settings: Aperture, shutter speed, focal length, and depth of field, Exploring Camera Modes: Manual, aperture priority, shutter priority, and program modes; Using long exposures, panning, and other techniques to create creative photographs; Basics for the Preparation of Panoramic Picture; Focus: Understanding the importance of choosing the right focus point for your subject, Exploring the pros and cons of manual and autofocus; Selecting autofocus points: Understanding how to choose the right autofocus points for your subject., Focusing for effect: Creating interesting and creative photos by controlling the focus in different ways.

Unit 4: Equipment Familiarisation:

Hands-on practice with different cameras, lenses, filters, Colour Correcting Filters, Diffusion Filters. and mobile photography; Film Camera Types: RED, ARRI, Sony, Blackmagic, and their Characteristics; Camera Working: Understanding Camera Operations and Movements, Measuring Devices. Types of lenses and their uses: normal, close up lens, telephoto, macro special lenses - mechanism and structure extensions. Functions of Sensor, Menus and Options in DSLR, Memory Card, Types of Memory Card, Memory Card Speed Class, Accessories, Format: JPEG, RAW Usage of Filters: Day, Night, Light meters and filters, Light Accessories: Light Meter, Flash Trigger, Modifiers - Umbrella, Soft box, Strip box, Octa box, Reflector, Snoot, Barn Door, Beauty Dish, Grid, Gels, Flags, Studio Accessories: Stands, Backdrops etc.

Unit 5: Light, Light sources and Lighting techniques

Properties of Light – Additive and Subtractive Light – Contrast and Lighting Ratios – Direct and Indirect Light; *Lighting Techniques*: Three point and Five Point Lighting; Techniques for controlling lighting, color temperature control; *Outdoor Lighting*: Techniques, Challenges, and Solutions, Studio Lighting: Equipment, Techniques, and Accessories, *Light Sources*: Natural and Artificial Lights, *Understanding Light*: Direct Light, Diffused Light, Reflected Light, Hard Light, Soft Light, *Photography Lighting*: Flash, Strobe and Continuous Light, Lighting Setup: Hard Light, Fill Light, Back Light, Rim Light, Background Light, Three Point Light Setup, Advanced

Light Setup, Portrait Lighting Setup. Techniques for capturing action and movement, capturing portraits, capturing landscapes, capturing low light scenes, Using light to create impact and mood in photographs

Suggested Practical Exercises for Photography:

1. Create a series of photographs that capture a single moment in time from different angles.

Have students take multiple photos of a single moment (like someone jumping in the air) from different angles (side view, front view, back view, below, above, etc.)

2. Capture a series of photographs that tell a story without any words.

Have students take a series of 3-5 photos that show a simple story or sequence of events without using any words.

3. Create a series of photographs that use light and shadow to create a mood.

Have students take a series of 3-5 photos experimenting with different types of lighting (natural, artificial) and angles to create different moods (dramatic, joyful, somber, etc.)

4. Create a series of photographs that capture a scene from different perspectives.

Have students take a series of 3-5 photos of the same scene (landscape, City Street, building, etc.) from different perspectives (close up, far away, high angle, low angle, etc.)

5. Create a series of photographs that capture a single subject from different angles.

Have students take a series of 3-5 photos of a single subject (person, object, animal) from different angles (side view, front view, back view, below, above, etc.)

6. Practice landscape photography by taking photos of various landscapes and experimenting with different compositions and lighting conditions.

Have students take a series of landscape photos using different compositional techniques (rule of thirds, symmetry, framing) and lighting (sunrise, sunset, midday, overcast)

7. Practice portrait photography by taking portraits of friends or family members, experimenting with different poses and lighting setups.

Have students take a series of portrait photos using different poses, facial expressions, and lighting setups (Rembrandt, loop, split)

8. Practice action photography by taking photos of moving subjects (e.g. sports, animals) and experimenting with different shutter speeds to freeze or blur motion.

Have students take a series of action photos using fast and slow shutter speeds to capture motion in different ways.

9. Practice street photography by taking candid photos of people and scenes in a public setting.

Have students shoot a series of candid street photos capturing spontaneous moments, interesting scenes, and intriguing subjects.

10. Practice architectural photography by taking photos of buildings and experimenting with different compositions and techniques for capturing the structure and design of the buildings.

Have students shoot a series of architectural photos using different compositions (symmetrical, rule of thirds) and angles (below, straight on, above) to capture the details and geometry of buildings.

Suggested Practical Exercises for Videography:

1. Create a short video that tells a story without any words.
2. Have students create a 1-2 minute video that shows a simple sequence of events and tells a visual story without any dialogue.
3. Create a short video that uses light and shadow to create a mood.
4. Have students create a 1-2 minute video using different types of lighting (natural, artificial) and lighting angles to create a particular mood or tone.
5. Create a short video that captures a scene from different perspectives.
6. Have students create a 1-2 minute video showing the same scene or landscape from multiple different angles (close-up, far away, bird's eye view, worm's eye view, etc.)
7. 4. Create a short video that captures a single subject from different angles.
8. Have students create a 1-2 minute video capturing a single subject (person, animal, object) from multiple different angles.
9. Create a short video that captures a single moment in time from different angles.
10. Have students create a short 10-30 second video showing a single moment (someone jumping, ball being hit, etc.) from multiple simultaneous angles.
11. Create a short video using only one type of shot (close-up, medium, wide, etc.).
12. Have students create a short 1 minute video using only one type of camera shot (close-up, medium, or wide).
13. Create a short video using only one type of lighting (natural, artificial, etc.).
14. Have students create a short 1 minute video using only one type of lighting, either natural or artificial.
15. Create a short video using only one type of camera movement (pan, tilt, etc.).
16. Have students create a short 1 minute video using only one type of camera movement, such as panning, tilting, tracking or zooming.
17. Create a short video using only one type of visual effect (slow motion, time-lapse, etc.).
18. Have students create a short 1 minute video using only one visual effect like slow motion, time-lapse, fast motion, etc.
19. Create a short video using only one type of editing technique (cut, dissolve, etc.).
20. Have students create a short 1 minute video using only one type of editing technique (cut, dissolve, fade, wipe, etc.) to transition between all clips.

Photography and Videography: Records and Examination

Photography Record: Students should to keep a record of their photographic works in the form of album or a slideshow. A minimum of 30 photographs from various genre of photography will be minimum requirement. IPTC Metadata related to each photograph should be included for each photograph.

Videography Record: Students should keep a record of video shots they have taken as a part of their practical exercises. A minimum of ten stock videos (length 15-30 Second, Max One Minute) should be uploaded to cloud storage or available in a USB drive/college hard drives for examiners to review.

Practical examination could be in the form of viva, testing students procedural knowledge, evaluation of photography records and stock videos. Students can also be asked to take photography or shoot short clips (indoors or outdoors) for practical demonstration of their

competency in photography or videography. Viva or Written examination can be based on the Procedural Knowledge on photography or videography.

Course Outcomes

1. Students will be able to describe the key technical and creative concepts in photography and videography.
2. Students will be able to operate cameras and utilize equipment proficiently to achieve photographic and videographic effects.
3. Students will be able to apply appropriate techniques for photographing and filming different subjects, scenes, and styles.
4. Students will be able to evaluate and critique photographs and videos for visual effectiveness and quality.
5. Students will be able to create visually compelling photographs and short videos by synthesizing skills and concepts from the course.

Mapping

PSOs/Cos	CO1	CO2	CO3	CO4	CO5
PSO1	2	3	3	1	1
PSO2	1	3	2	3	2
PSO3	3	3	3	2	2
PSO4	1	3	3	1	2
PSO5	2	1	1	1	3

Key Textbooks

1. Bull, S. (2020). *A Companion to Photography*. John Wiley & Sons.
2. Carucci, J. (2013). *Digital SLR Video and Filmmaking For Dummies*. John Wiley & Sons.
3. Andersson, B. (2015). *The DSLR Filmmaker's Handbook: Real-World Production Techniques*. John Wiley & Sons.
4. Cheng, E. (2015). *Aerial Photography and Videography Using Drones*. Peachpit Press.
5. Ducker, R. (2019). *Tell Your Story with Light: The Basic Guide to Great Photos and Video*. Amazon Digital Services LLC - KDP Print US.
6. Freeman, N. (2019). *Film Noir Photography*. The Crowood Press.
7. Greig, R. (2021). *Professional Photography Collection: All the Best Articles, All the Best Photographers*. Future Publishing Limited.

References

1. Tasabehji, Y., & Tasabehji, M. (2022). *The Ultimate Guide to iPhone Photography: Learn How to Take Professional Shots and Selfies the Easy Way*. Page Street Publishing. [L L L L]
[S E P S E P]
2. Valenzuela, R. (2020). *The Successful Professional Photographer*. Rocky Nook, Inc.
3. Cheng, E. (2015). *Aerial Photography and Videography Using Drones*. Peachpit Press.
4. Davenport, A. (1999). *The History of Photography: An Overview*. UNM Press.
5. Davis, H. (2011). *Creative Landscapes: Digital Photography Tips and Techniques*. John Wiley & Sons.
6. Frohlich, D. M. (2004). *Audiophotography: Bringing Photos to Life with Sounds*. Springer Science & Business Media.
7. Higgins, M. (2016). *Time-Lapse Photography: Art and Techniques*. The Crowood Press.

Web Resources for Photography

1. Professional Photographer Magazine - <https://ppmag.com/>
2. Popular Photography Magazine - <https://www.poppphoto.com/>
3. American Photo Magazine - <https://www.americanphotomag.com/>
4. Aperture Magazine - <https://aperture.org/>
5. Digital Photo Pro Magazine - <https://www.digitalphotopro.com/>
6. Professional Photographers of America (PPA) - <https://www.ppa.com/>

Web Resources for Videography

1. National Association of Broadcasters - <https://www.nab.org/>
2. Society of Camera Operators - <https://soc.org/>
3. International Documentary Association - <https://www.documentary.org/>
4. Wedding and Portrait Photographers International - <https://www.wppiexpo.com/>
5. Producers Guild of America - <https://www.producersguild.org/>

SEMESTER: II ELECTIVE: II	23UVISE25: (GENERIC/DISCIPLINE SPECIFIC) PUBLICATION DESIGN (PRACTICAL)	CREDIT: 3 HOURS: 4/W
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Course Description:

This course offers an introduction to publication design and advertising design, covering the history and definition of each, as well as the various types of publications and advertising media. The course is structured to provide an overview of the fundamental principles and tools used in publication and advertising design.

The course covers basic design principles such as composition, layout, typography, color theory, and palette selection. Additionally, students will be introduced to popular software used in the field of design such as Canva, Adobe InDesign, Illustrator, and Photoshop. The course will also delve into designing for print and digital media, advertising principles, layout and composition techniques, advanced typography, color theory, illustration and vector graphics, photography, image research, and print production techniques.

By the end of the course, students will have developed an understanding of the key concepts and techniques used in publication and advertising design, and be able to apply their knowledge to create effective designs for various media. This course is ideal for beginners who are interested in learning the basics of publication and advertising design or for professionals who want to expand their skillset in the design industry.

Course Objectives:

Upon completion of the course, the students will be able to:

1. Explain the fundamental concepts and principles of publication design and advertising design, including the history, types, and media used in each.
2. Apply basic design principles such as composition, layout, typography, and color theory in creating effective designs for various publication and advertising media.
3. Utilize software and tools such as Adobe InDesign, Illustrator, and Photoshop to design and create print and digital media publications, advertising materials, and illustrations.
4. Analyze and evaluate the effectiveness of designs in terms of layout, composition, typography, and color palette selection.
5. Develop critical thinking and problem-solving skills by creating advertising campaigns and materials that are designed to meet the needs of a specific target audience, convey a message, and drive a call to action.

Detailed Syllabus:

Procedural Knowledge on Publication Design (Viva/Written Test Topics for Practical Examination)

Unit 1: Introduction to Publication Design

History of publication design, Types of publications (magazines, newspapers, books, etc.), Types of advertising (print, digital, outdoor, etc.); Basic Design Principles, Composition and layout, Typography and font selection, palette selection; Tools and Software for Publication Design and Advertising Design (Canva, Adobe InDesign, Illustrator, Photoshop, etc.), Setting up a workflow and project structure, Basic interface and navigation.

Unit 2: Designing for Print and Digital:

Understanding print production processes and considerations (paper stock, ink, etc.), Designing for different print formats (magazines, newspapers, books, etc.), creating print-ready files for commercial printing; Designing for Digital: Understanding digital design considerations (resolution, file formats, etc.), Designing for different digital platforms (websites, eBooks, social media, etc.), Creating digital-ready files for web and mobile; Designing for Advertising, Understanding advertising principles (target audience, messaging, call to action, etc.), Designing for different types of advertising (print, digital, outdoor, etc.), Creating advertising campaigns and materials;

Unit 3: Layout, Composition and Typography

Understanding the principles of good layout and composition, Using grids and guides to create balanced and effective layouts, experimenting with different layout techniques (asymmetry, hierarchy, etc.) Advanced Typography, Understanding the principles of good typography, Selecting and pairing fonts for different purposes, Experimenting with different typographic techniques (scale, hierarchy, etc.)

Unit 4: Color, Illustration and Vector Graphics:

Understanding the principles of color theory, Creating and using color palettes, experimenting with different color techniques (complementary colors, monochromatic schemes, etc.); Creating and editing vector graphics, Using illustration and vector graphics in publication and advertising design

Unit 5: Photography and Image Research & Print Production:

Introduction to photography and image research for publication and advertising design, Understanding copyright and usage rights for images, Finding and selecting appropriate images for different projects, Introduction to Print Production, Types of printing techniques (letterpress, lithography/offset, gravure, flexography, and screen-printing) Basic Production Steps, Color separation, Importance of color accuracy in print production, Aesthetic Principles and Technological Innovations in Print Production, Digital Art in Print Production

Detailed Exercises

1. Design analysis: Have students choose a publication or advertising design (e.g. a magazine, a newspaper, an advertisement) and write a critical analysis of the piece, considering elements such as composition, layout, typography, and visual hierarchy. This exercise can help students practice interpreting and analyzing design work.
2. Design project: Have students choose a design problem or challenge related to publications or advertising and create a solution using design principles and techniques. This exercise can help students apply their knowledge of publication and advertising design principles to real-world projects.
3. Layout exercise: Have students experiment with different layout techniques and create a series of designs for publications or advertising using only layout elements (e.g. grids, alignment, whitespace). This exercise can help students practice using layout effectively and creatively in a specific context.
4. Magazine or newspaper design: Have students design a layout for a magazine or newspaper, including cover design, article layout, and use of images and graphics. This exercise can help students practice creating effective and visually appealing publication layouts.
5. Marketing materials: Have students design a set of marketing materials (e.g. business cards, brochures, flyers) for a business or organization. This exercise can help students practice creating promotional materials that are consistent with a brand's visual identity.
6. Infographic design: Have students create an infographic to present complex information in a

clear and visually appealing way. This exercise can help students practice using design elements to communicate information effectively.

Publication design Record: As a part of this course, students will be required to maintain a record of their publication design exercises. This record will help students keep track of their progress and allow them to reflect on their work. The record can be maintained in a digital format such as a blog, portfolio website or cloud storage. The digital record should have at least five publication design Exercises-one from each unit. Students should ensure that their record is organised, labelled clearly and includes any relevant details such as date of the exercise, software used, and a brief description of the exercise. This record should be submitted at the end of the course for evaluation.

Publication Design Record (Any ten of the following exercises should be included in the record in print or in Digital Format)

1. Design a Flyer for a new product launch.
2. Create an advertisement for a clothing brand.
3. Design a layout for a Magazine article on Interior Design.
4. Create a business card for a freelance graphic designer.
5. Design a poster for an upcoming music festival.
6. Create a billboard advertisement for a new car model.
7. Design a social media card for a real estate company.
8. Create a packaging design for a new food product.
9. Design a book cover for a fiction novel.
10. Create a magazine spread on travel destinations.
11. Design a poster promoting a local charity event.
12. Create an advertisement for a new smartphone model.
13. Design a menu for a new cafe.
14. Create a billboard advertisement for a sports brand.
15. Design a brochure for a new car dealership.
16. Create a packaging design for a new beauty product.
17. Design a book cover for a self-help book.
18. Create a magazine spread on healthy living.
19. Design a poster promoting a movie premiere.
20. Create an advertisement for a new restaurant.
21. Design a poster for PR Campaign, Even ManagementCompany, Social AwarenessCampaign
22. Design a Men's wear/ Women's Wear/ Children'sWear, Design any object for Interior decoration, Design portrait in digital painting mode, Design poster for Movie

Practical Examination

Practical examination could be in the form of viva, testing students procedural knowledge, evaluation of publication deliverables mentioned above. Students can also be asked to design any of the above tasks based on specific topics as a practical demonstration of their competency in publication design. Viva or Written examination can be based on the Procedural Knowledge on Publication design software. Students can use any publication design software, but open-source apps like Canva or InkSpace are recommended. Students should be able to explain what technique or pipeline/workflows were deployed.

Course Outcomes

1. Demonstrate an understanding of the concepts and principles of publication design and advertising design, and analyze how they are applied to create effective designs for various media.
2. Create original designs using basic design principles such as composition, layout, typography, and color theory in various media formats such as print and digital media.

- Utilize software and tools such as Adobe InDesign, Illustrator, and Photoshop to design and create effective publications, advertising materials, and illustrations.
- Evaluate the effectiveness of designs in terms of layout, composition, typography, and color palette selection, and make recommendations for improvement.
- Develop and present advertising campaigns and materials that meet the needs of a specific target audience, convey a message, and drive a call to action.

Mapping

PSO	CO1	CO2	CO3	CO4	CO5
PSO1	2	3	3	2	1
PSO2	2	3	3	2	2
PSO3	3	3	3	2	3
PSO4	1	1	3	3	2
PSO5	2	3	3	2	2
PSO6	1	1	2	2	1
PSO7	2	3	3	2	3

Key Textbooks

- Tavakoli, T. (2016). Graphic design with Canva: Design professional graphics for web and print. Packt Publishing Ltd.
- Brelsford, N. (2018). Canva: The ultimate guide to visual content marketing. Apress.
- Kello, S. (2017). Content marketing with Canva: Create stunning visuals on a budget. Business Expert Press.
- Gatten, C. (2016). Canva master class: A step-by-step guide to becoming a Canva expert. Amazon Digital Services LLC.
- Hoppe, J. (2020). Adobe Illustrator. Rocky Nook, Inc.

References

- Brandt, G. (2018). Digital Print Production: The Definitive Guide. Hoboken, New Jersey: John Wiley & Sons, Inc.
- Padgett, P. (2018). Print Production Basics. Burlington, MA: Focal Press.
- Paterson, J. (2019). Mastering Print Production: A Guide to Prepress and Production Processes. Amsterdam: John Wiley & Sons, Inc.
- Corrigan, J. (2016). The Complete Guide to Color Management and Print Production. Amsterdam: Focal Press.
- Farace, J. (2017). Digital Printing and Publishing. Amsterdam: Focal Press.
- Kalsi, M. (2016). Digital Printing: A Comprehensive Guide. Burlington, MA: Focal Press.
- Main, J. (2016). Digital Print Processes: Print Production Concepts. Amsterdam: Focal Press.
- Smith, M. (2018). Digital Printing for Graphic Designers: Understanding the Print Production Process. Amsterdam: John Wiley & Sons, Inc.
- White, C. (2017). Digital Print Production: Design Tips and Techniques. Amsterdam: Focal Press.
- Naughton, J. (2015). Introduction to Digital Print Production. Amsterdam: Focal Press.

Web Resources

- Canva Tutorials, <https://www.canva.com/learn/>
- 10 Tips for Creating Professional Publication Designs, <https://www.Canva.com/blog/professional-publication-designs/>
- 20 Best Practices for Publication Design, <https://www.creativebloq.com/advice/20-best->

- [practices-for-publication-design](#)
4. 8 Steps to Perfect Publication Design, <https://www.creativemarket.com/blog/8-steps-to-perfect-publication-design>
 5. Expert Tips for Professional Publication Design, <https://www.canopybranding.com/expert-tips-for-professional-publication-design/>

Non- Major (NME) Electives offered to other Departments

SEMESTER: I NME: I	23UVISN16: DIGITAL STORYTELLING AND SCRIPTWRITING PRACTICAL	CREDIT: 2 HOURS: 2/W
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Course Description

This course provides an introduction to digital storytelling and scriptwriting. Students will learn the terminology and principles of story design, as well as the structure of a story using the three-act structure, Freytag's pyramid, the Hero's Journey, and Dan Harmon's story circle. The course also covers the basics of scriptwriting, including the definition and meaning of a script, script preparation, and screenplay formatting.

The development of a script is explored in detail, with an emphasis on the process of script development and strategies for successful scriptwriting. The course will also cover storytelling techniques and the different types of scripts, including those for fiction, non-fiction, documentaries, commercials, PSAs, news, radio, videogames, standalone scripts, and spec scripts. Additionally, students will learn about elements of story analysis, cultural practices in storytelling, and approaches to story analysis, such as McKee's story analysis approach and the narrative paradigm. Finally, the course will introduce Photovoice, a method of storytelling through slideshows and photographs with sound.

By the end of the course, students will have developed a solid understanding of digital storytelling and scriptwriting, as well as the tools to create their own compelling scripts and stories across a variety of mediums.

Course Objectives

1. To understand the process involved in writing script and story development
2. To demonstrate understanding of techniques, principles, genres of story, and scriptwriting
3. To analyse the process of research concepts and elements of the script
4. Develop a story, characters, and dialogues for the script
5. Communicating clear ideas in the script, Review, Revision, and Edit scripts

Detailed Syllabus for Digital Storytelling and Script Writing

Unit 1: Introduction to Story

Terminology of story design

Principles of story design

Story structure – Three-act structure

Freytag's pyramid-Hero journal structure – Dan Harmon's story circle

Unit 2: Elements of Script

Definition, Meaning of the script

Script preparation

Basics of scriptwriting – script and story ideas

Screenplay formatting

Unit 3: Development of Script

Process of script development
Strategies for script development
Structure of scripts
Storytelling techniques

Unit 4: Types of Script

Writing for fiction and non-fiction
Documentary script format
Commercial, PSA, News, and Radio scripts
Script for videogame
Standalone and Spec Script

Unit 5: Analysis of Story and Script

Elements of story analysis
Culture and practices in the story
McKee's Story Analysis Approach
Narrative Paradigm
Photo voice (Slideshow, Photographs with Sound)

Course Outcomes

1. Learners can express ideas fluently in standard screenwriting formats.
2. Learners will be able to craft characters – based stories with clear conflicts at an advanced level
3. Learners will be able to analyse film and television structure
4. Learners will be able to work with their creative ideas – input in writing full-length scripts
5. Learners can understand how to write scripts for special budget

Mapping Course Objectives (CO) and Program Specific Objectives (PSO)

PSOs/COs	CO1	CO2	CO3	CO4	CO5
PSO 1	3	1	3	2	3
PSO 2	3	3	3	3	3
PSO 3	3	3	3	3	3
PSO 4	3	3	3	3	2
PSO 5	2	3	2	3	3

Key Textbooks

1. Aronson, Linda: (2010) Scriptwriting Updated, Allen & Unwin.
2. Hauge, Michael: (2013) Writing Screenplays That Sell, Harper Resource
3. Dancyger, Ken, and Jeff Rush. 2012. Alternative Scriptwriting: Successfully Breaking the Rules. CRC Press.
4. Gitner, Seth. 2015. Multimedia Storytelling for Digital Communicators in a Multiplatform World. Routledge.
5. Gutierrez, Peter. 2014. The Power of Scriptwriting!: Teaching Essential Writing Skills through Podcasts, Graphic Novels, Movies, and More. Teachers College Press.

References

1. Condy, Janet. 2015. Telling Stories Differently: Engaging 21st Century Students Through Digital Storytelling. AFRICAN SUN MeDIA.
2. Dunford, Mark, and Tricia Jenkins. 2017. Digital Storytelling: Form and Content. Springer.
3. Lambert, Joe. 2013. Digital Storytelling: Capturing Lives, Creating Community. Routledge.
4. Miller, Carolyn Handler. 2014. Digital Storytelling: A Creator's Guide to Interactive Entertainment. CRC Press.
5. McKee, R. (1997). Story: Style, Structure, Substance, and the Principles of Screenwriting. HarperCollins.
6. McKee, R., & Gerace, T. (2018). Storynomics: Story-Driven Marketing in the Post-Advertising World. Grand Central Publishing.
7. McClean, Shilo T. 2008a. Digital Storytelling: The Narrative Power of Visual Effects in Film. MIT Press.

Web Resources

1. Journal of Screenwriting - <https://www.intellectbooks.com/journal-of-screenwriting>
2. Storytelling, Self, Society - <https://www.berghahnjournals.com/view/journals/storytelling-self-society/storytelling-self-society-overview.xml>
3. Journal of Digital Storytelling - <http://journals.sfu.ca/jds/index.php/jds/index>
4. The Journal of Popular Film and Television - <https://www.tandfonline.com/loi/vjpf20>
5. New Review of Film and Television Studies - <https://www.tandfonline.com/loi/rfts20>
6. International Documentary Association - <https://www.documentary.org/>

SEMESTER: II NME: II	23UVISN26: IMAGE EDITING AND COLOR MANAGEMENT (PRACTICAL)	CREDIT: 2 HOURS: 2/W
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Course Description:

This comprehensive course on Image Editing and Color Management is designed to equip learners with the knowledge and practical skills required to excel in the field of digital photography. The course is divided into five units, each containing four lessons that cover a wide range of topics including the fundamentals of photo editing, advanced photo editing techniques, color management, workflow optimization, and output. The course also includes fifteen practical exercises that provide learners with hands-on experience in using various photo editing software and tools to enhance and manipulate digital images. Through this course, learners will gain a deep understanding of the importance of photo editing and color management in digital photography. They will learn how to use different photo editing software and tools to adjust exposure, color, contrast, and sharpness to achieve the desired results. They will also learn how to manage color profiles and optimize images for different output formats including print and web. Overall, this course is ideal for anyone looking to pursue a career in digital photography or enhance their existing knowledge and skills in photo editing and color management.

Course Objectives:

1. Understand the fundamental principles of digital photography and the importance of photo editing in enhancing digital images.
2. Master the use of various photo editing software and tools to manipulate images, including cropping, exposure and color correction, black and white conversion, and advanced retouching techniques.
3. Develop advanced photo editing skills and techniques such as selective color correction, split toning, and creative color grading to enhance the visual impact of digital images.
4. Demonstrate the ability to manage color profiles and optimize images for different output formats, including print and web, while maintaining color accuracy and consistency.
5. Apply critical thinking and problem-solving skills to identify and resolve common issues in digital images, such as lens distortion, perspective distortion, and noise, using a range of photo editing techniques and tools.

Detailed Syllabus:

Procedural Knowledge on Image Editing and Color Management
(Viva/Written Test Topics for Practical Examination)

Image Editing and Color Management Record

As a part of this course, students will be required to maintain a record of their Image Editing and Color Management exercises. This record will help students keep track of their progress and allow them to reflect on their work. The record can be maintained in a digital format such as a blog, portfolio website or cloud storage. The digital record should have at least five Image Editing and Color Management Exercises-one from each unit. Students should ensure that their record is organised, labelled clearly and includes any relevant details such as date of the exercise, software used, and a brief description of the exercise. This record should be submitted at the end of the course for evaluation.

Practical Examination

Practical examination could be in the form of viva, testing students procedural knowledge, evaluation of Image Editing and Color Management. Students can also be asked to create a Image Editing and Color Management work for practical demonstration of their competency. Viva or Written examination can be based on the Procedural Knowledge. Students should be able to explain what technique or pipeline/workflows were deployed.

Records and Examination

Image Editing Record: Students should to keep a record of their image editing works in the form of album or a slideshow. Both Original and Edited Photos should be presented side-by-side in the record. A minimum of twenty edited photographs from various genre of photography will be minimum requirement. IPTC Metadata related to each photograph should be included for each photograph. Students should be able to explain what editing technique and color collection methods were deployed.

Unit 1: Introduction to Photo Editing

Fundamentals of Photo Editing: Understanding the basics of digital photography, Overview of different image formats and file types, Introduction to photo editing software and tools, Understanding the importance of photo editing in digital photography; RAW Processing and Camera Settings: Understanding RAW files and their importance in photo editing, Overview of camera settings and their impact on image quality, Introduction to RAW processing software, Implementing RAW processing techniques in photo editing software; Exposure and Color Correction: Understanding the importance of proper exposure in digital photography, Overview of the histogram and exposure vs. brightness, Techniques for adjusting exposure and brightness, Implementing color correction techniques in photo editing software; Cropping and Composition: Understanding the importance of composition in digital photography, Overview of different composition techniques, Techniques for cropping and resizing images, Implementing cropping and composition techniques in photo editing software

Unit 2: Advanced Photo Editing Techniques

Advanced Color Correction Techniques: Techniques for correcting color casts and color balance, Introduction to selective color correction, Overview of split toning and cross-processing techniques, Implementing advanced color correction techniques in photo editing software; Retouching and Restoration: Overview of retouching and restoration techniques, Techniques for removing blemishes, wrinkles, and imperfections, Introduction to skin retouching techniques, Implementing retouching and restoration techniques in photo editing software; Sharpening and Noise Reduction: Understanding the importance of sharpness in digital photography, Overview of different sharpening techniques, Techniques for reducing noise in digital images, Implementing sharpening and noise reduction techniques in photo editing software; Black and White Conversion: Understanding the importance of black and white conversion in digital photography, Overview of different black and white conversion techniques, Techniques for creating high-contrast black and white images, Implementing black and white conversion techniques in photo editing software

Unit 3: Advanced Editing Tools and Techniques

Layers and Blend Modes: Understanding layers and their importance in photo editing, Overview of different layer blend modes, Introduction to layer blend options, Implementing layers and blend modes in photo editing software; Lens Correction and Transform Tool: Overview of lens distortion and perspective distortion, Techniques for correcting lens distortion and perspective

distortion, Introduction to the transform tool, Implementing lens correction and transform tool in photo editing software; Local Adjustment and Masking: Overview of local adjustment and masking techniques: Techniques for creating masks and selections, Introduction to gradient masking and adjustment brushes, Implementing local adjustment and masking techniques in photo editing software; Special Effects and Creative Editing, Techniques for adding special effects and creative editing to digital images: Overview of different filter and effect options, Introduction to creative compositing and image manipulation, Implementing special effects and creative editing techniques in photo editing software

Unit 4: Color Management

Understanding Color Grading: Introduction to color grading and its importance in photo editing, Overview of different color grading techniques and styles, Understanding color grading tools and software, Techniques for achieving a consistent color grade across a series of images; Color Correction Techniques: Techniques for correcting color casts and color balance, Introduction to selective color correction, Overview of split toning and cross-processing techniques, Understanding the use of curves and levels for color correction, Implementing color correction techniques in photo editing software; Creative Color Grading: Techniques for creating stylized and creative color grades, Introduction to film emulation and cinematic looks, Overview of color theory for storytelling and mood, Techniques for creating vintage, retro, and other creative looks, Implementing creative color grading techniques in photo editing software; Skin Tone Correction: Techniques for correcting skin tones in portraits, Understanding the importance of accurate skin tones in photography, Introduction to skin tone adjustment tools and software, Techniques for achieving natural-looking skin tones in portraits, Implementing skin tone correction techniques in photo editing software; Batch Color Correction and Grading: Understanding batch processing and its importance in color grading and correction, Overview of workflow optimization techniques for color grading and correction, Introduction to scripting and automation for batch color grading and correction, Techniques for achieving a consistent color grade across a series of images, Implementing batch color correction and grading techniques in photo editing software

Unit 5: Workflow Optimization and Output

Batch Processing and Workflow Optimization, Understanding batch processing and its importance in photo editing, Overview of workflow optimization techniques, Introduction to scripting and automation in photo editing software, Implementing batch processing and workflow optimization techniques in photo editing software; Printing and Color Management: Understanding the importance of color management in print output, Overview of different types of printing processes, Introduction to color profiles for different printing processes, Implementing color management for print output in photo editing software; Web Output and Optimization: Overview of different web image formats, Techniques for optimizing web images for speed and quality, Introduction to responsive images and web design, Implementing web output and optimization techniques in photo editing software; Presentation and Display: Understanding the importance of presentation and display, Overview of different display technologies, Introduction to color calibration for display, Implementing presentation and display techniques in photo editing software

Detailed Practical Exercises

Exercise 1: Cropping and Composition, Take a set of photos and crop them to improve the composition, Experiment with different aspect ratios and rule of thirds, Use photo editing software to adjust brightness, contrast, and color balance, Save the final images for print and web output

Exercise 2: Exposure and Color Correction, Take a set of photos with different exposure settings, Use photo editing software to correct exposure and adjust brightness and contrast, Apply color correction techniques to correct any color casts or imbalances, Save the final images for print and web output

Exercise 3: Sharpening and Noise Reduction, Take a set of photos with different levels of sharpness and noise, Use photo editing software to apply sharpening and noise reduction

techniques, Experiment with different sharpening and noise reduction settings to achieve the desired results, Save the final images for print and web output

Exercise 4: Black and White Conversion, Take a set of photos and convert them to black and white, Experiment with different black and white conversion techniques, Use photo editing software to adjust contrast, brightness, and tone, Save the final images for print and web output

Exercise 5: Raw Processing and Color Management, Take a set of RAW images and process them using RAW processing software, Apply color management techniques to ensure accurate colors and a consistent color profile, Use photo editing software to adjust brightness, contrast, and color balance, Save the final images for print and web output.

Exercise 6: Advanced Color Correction Techniques, Take a set of photos with challenging color casts or imbalances, Use selective color correction and split toning techniques to correct the colors, Experiment with different color grading techniques to create a consistent look and feel, Save the final images for print and web output

Exercise 7: Retouching and Restoration, Take a set of photos with imperfections or blemishes, Use photo editing software to retouch and restore the images, Experiment with different retouching and restoration techniques, Save the final images for print and web output

Exercise 8: Compositing and Masking, Take a set of photos and create a composite image, Use masking techniques to blend the images seamlessly, Experiment with different layer blending modes and options, Save the final images for print and web output

Exercise 9: Advanced Layers and Blend Modes, Take a set of photos and create a multi-layered image, Experiment with different layer blending modes and options, Use layer masks and adjustment layers to fine-tune the image, Save the final images for print and web output

Exercise 10: HDR and Panorama, Take a set of photos and create an HDR image or panorama, Use photo editing software to stitch the images together, Experiment with different tone mapping and exposure fusion techniques, Save the final images for print and web output

Exercise 11: Color Correction and Grading, Take a set of photos with different color casts or imbalances, Use photo editing software to correct the colors and apply a consistent color grade, Experiment with different color grading techniques and styles to achieve the desired results, Save the final images for print and web output

Exercise 12: Color Management and Calibration, Calibrate your monitor using a colorimeter or other calibration tool, Use photo editing software to adjust the color profile of a set of photos, Experiment with different color spaces and profiles to achieve accurate colors and a consistent color profile, Save the final images for print and web output

Exercise 13: Skin Tone Correction and Grading, Take a set of portraits and correct any skin tone imperfections, Use photo editing software to apply a skin tone correction and grading, Experiment with different skin tone correction and grading techniques and styles to achieve the desired results, Save the final images for print and web output

Exercise 14: Batch Color Correction and Grading, Take a set of photos and apply a batch color correction and grading, Use photo editing software to automate the process using presets or

templates, Experiment with different batch processing and automation techniques to achieve the desired results, Save the final images for print and web output

Exercise 15: Color Grading for Different Display Technologies, Take a set of photos and apply a color grade for different display technologies, Use photo editing software to adjust the color profile for each display technology, Experiment with different color grading techniques and styles for each display technology, Test the final images on different displays and evaluate the color accuracy and quality

Exercise 16: Print Output, Select a set of photos and prepare them for print output, Apply color management techniques to ensure accurate colors and a consistent color profile, Use photo editing software to adjust brightness, contrast, and color balance for print output, Print the final images and evaluate the print quality

Exercise 17: Web Output and Optimization, Select a set of photos and prepare them for web output, Optimize the images for speed and quality, Experiment with different web image formats and sizes, Test the final images on different devices and web browsers

Exercise 18: Presentation and Display, Select a set of photos and prepare them for a digital presentation or display, Apply color management techniques to ensure accurate colors and a consistent color profile, Experiment with different display technologies and devices, Test the final images on different displays and evaluate the color accuracy and quality

Exercise 19: Restoring a Damaged Photograph, Find an old photograph that has been damaged or degraded over time., Scan the photograph at a high resolution to create a digital copy., Use photo editing software to restore the photograph, paying close attention to areas that have been damaged or degraded, such as scratches, dust, or faded colors, Enhance the overall quality of the image.,

Exercise 20: Use advanced restoration techniques such as cloning, healing, and patching to restore areas that have been damaged or removed., Experiment with different restoration techniques and compare the results to determine the most effective method for each area of the photograph., Save the final restored image as a high-quality digital file and create a print for preservation.

Course Outcomes:

1. Demonstrate a comprehensive understanding of digital photography principles and the importance of photo editing, and apply this knowledge to produce high-quality digital images.
2. Utilize a range of photo editing software and tools to manipulate digital images, and demonstrate proficiency in basic and advanced photo editing techniques, including color correction, retouching, and composition.
3. Apply critical thinking and problem-solving skills to analyze and address common issues in digital images, such as color imbalances, exposure problems, and lens distortion.
4. Apply color management principles to achieve consistent and accurate color profiles across different output formats, including print and web.
5. Develop a strong creative vision for digital image editing, and demonstrate the ability to create unique and compelling images using a range of creative techniques, such as selective color grading and split toning.

Mapping:

PSO	CO 1	CO 2	CO 3	CO 4	CO 5
PSO 1	2	3	3	2	1
PSO 2	3	3	3	2	2
PSO 3	3	3	3	3	3
PSO 4	3	3	2	3	2
PSO 5	1	1	1	1	3

Key Textbooks

1. Kuhlman, G. (2019). GIMP for Beginners: First 12 Skills. Independently Published.
2. Abbott, J. (2021). The Digital Darkroom: The Definitive Guide to Photo Editing. Octopus Publishing Group.
3. Whitt, P. (2020). Practical Glimpse: Learn to Edit and Create Digital Photos and Art with This Powerful Open Source Image Editor. Apress.

References

1. Celebi, E., Lecca, M., & Smolka, B. (2015). Color Image and Video Enhancement. Springer.
2. Nichols, R. (2020). Mastering Adobe Photoshop Elements 2020: Supercharge your image editing using the latest features and techniques in Photoshop Elements, 2nd Edition. Packt Publishing Ltd.
3. Sharma, A. (2018). Understanding Color Management. John Wiley & Sons.
4. Whalley, R. (2015). Photoshop Layers: Professional Strength Image Editing. Lenscraft Photography.
5. Crathers, M. (2021). Photo Editing Basics: Powerful Photoshop Techniques Of The Professional Image Editor: Step By Step Photoshop Tutorials For Beginners. Independently Published.

Web Resources

1. Journal of Photography & Video. <https://www.journalofphotography.com/>
2. Popular Photography. <https://www.popphoto.com/>
3. Digital Photography Review. <https://www.dpreview.com/>
4. Professional Photographer Magazine. <https://ppmag.com/>
5. British Journal of Photography. <https://www.bjp-online.com/>

SEMESTER:III	23UVISC33-CORE - V	CREDIT:5
PART: III	Multimedia Technologies and Standards (Theory)	HOURS:5

Course Description

The course "Multimedia Technologies and Standards" provides an in-depth understanding of the fundamental concepts and standards used in the creation, storage, retrieval and delivery of multimedia content. The course covers a wide range of topics, including multimedia compression and coding, multimedia file formats, multimedia security and protection, and multimedia networking. The course provides hands-on experience with a variety of multimedia technologies and software tools. Students will learn how to create, edit and publish multimedia content using digital cameras, image and video editing software, and multimedia authoring tools. They will also gain a thorough understanding of multimedia delivery protocols, such as HTTP and RTSP, as well as multimedia content management systems and the architecture of multimedia databases. The course concludes with an overview of current trends in multimedia technology and the future direction of multimedia research. Upon completion of the course, students will have the skills and knowledge required to create, manage and deliver multimedia content in a professional setting.

Course Objectives:

1. To introduce students to the fundamental concepts of multimedia technologies and standards.
2. To develop students' understanding of the different file formats used in multimedia.
3. To provide students with hands-on experience in creating and manipulating multimedia content.
4. To discuss the impact of multimedia technologies on society, including social, cultural, and ethical issues.
5. To explore the potential future trends and developments in multimedia technologies.

Detailed Syllabus

Unit I: Introduction to Multimedia

What is Multimedia? Components of Multimedia, Multimedia: Past and Present. Early History of Multimedia, Hypermedia, WWW, and Internet. Multimedia in the New Millennium, The Future of Multimedia

Multimedia Software Tools (Music Sequencing and Notation, Digital Audio Graphics and Image Editing, Video Editing, Animation, Multimedia Authoring Multimedia Broadcasting)

Multimedia Tasks and Concerns, Multimedia Presentation, Data Compression, Multimedia Production, Multimedia Sharing and Distribution Some Useful Editing and Authoring Tools (Adobe Premiere, HTML Canvas, Adobe Director, Adobe XD)

What Is a Computer?] How Computers Process Information, Operating Systems, Input/Output Devices, Storage Devices, Motherboards and BIOS, Graphics Cards, eGPU, Cooling and Over, clocking,

How Graphics and Image Data Are Represented, Types of Graphics and Image Representation, Vector Graphics Representation, Bitmap Graphics Representation, 3D Graphics Representation, Compression and Data Reduction Techniques, Color Management, Image Processing and Analysis

Unit 2: How Display Technologies Work?

Understanding the Different Components of a Television Display, How a Television Display Generates an Image, Exploring Different TV Display Resolutions and Refresh Rates, Exploring the Benefits of LED Display Technology, Understanding OLED Display Technology, Considering the Different Size Options for TV Displays, 4K and 8K Resolution, Wide Color Gamut (WCG)

Understanding Television Display Connections, Different Cable Connectivity Options for TV Displays, Wireless Connectivity for Television Displays, Analyzing Trends in Television Display Technology, OLED Displays

Television Display Resolution, Television Display Features, Color Gamut and HDR, Motion smoothing and Interpolation, Viewing Angle and Brightness, Contrast and Black levels

Unity 3: Camera and Audio

Camera Technology Basics, Digital Camera Sensor Technology, Camera Connectivity Features, Camera System Ergonomics, Camera System Maintenance, Camera Resolution and Image Quality, Post-Processing Techniques, Storage and Backup,

Digital Audio Fundamentals, Digital Audio File Formats, Digital Audio Sampling and Bit Depth, Digital Audio Data Representation, Digital Audio Quality and Metrics, Audio Signal Processing, Audio Filtering and Equalization, Audio Dynamics Processing, Audio Time-domain Processing, Audio Frequency-domain Processing, Audio Effects and Modulation

Audio Compression, Lossless Audio Compression, Lossy Audio Compression, Audio Compression Standards, Audio Interfaces and Connectivity, Audio Routing and Mixing, Audio Networking and Streaming, Audio Synchronization, Audio for Virtual Reality and Augmented Reality, Spatial Audio and Ambisonics

Unit 4: Mobile and Consumer Devices

How Mobile phone Works? Various components of smartphones, Connectivity Standards, OS and Mobile Accessories

Mobile Devices and Computing, Mobile Device Hardware, SoCs and Processors, Memory and Storage,

Mobile Display Technology, Camera Hardware, Battery Technology, Mobile Display Technologies,

Consumer Electronics Standards, HDMI and DisplayPort, USB and Thunderbolt, Wi-Fi and Bluetooth, NFC and RFID, Energy Efficiency Standards

Gaming Technology, Game Engines and Development, Game Graphics and Shaders, Game Input and Control, Mobile Gaming, Mobile Accessories for Gaming, How Gaming Console works

Unit 5: Networking and IoT

Networks: Networking, Network Topologies, Network Security, Troubleshooting Networks.

Network Services and Protocols for Multimedia Communications, Protocol Layers of Computer Communication Networks

Local Area Network (LAN) and Access Networks, LAN Standards, Ethernet Technology, Access Network Technologies, Internet Technologies and Protocols, Network Layer: IP, Transport Layer: TCP and UDP, Network Address Translation (NAT) and Firewall

Multicast Extension, Router-Based Architectures: IP Multicast, Non Router-Based Multicast Architectures, Quality of Service (QoS) and Quality of Experience (QoE), QoS and QoE for Multimedia Communications, Internet QoS Architecture: IntServ and DiffServ, Network Softwarization and Virtualization: SDN and NVF, Rate Control and Buffer Management Protocols for Multimedia Transmission and Interaction

Home Appliances and Smart Home Technology, Home Automation and Control, IoT Hardware, Smart Home Protocols and Standards, Sensors and Actuators, Gateways and Hubs, Voice Control and AI, Security and Privacy in Smart Homes, Camera System Integration, CCTV Camera System, Monitors and Display Technologies
Wearable Devices as Multimedia, Smart Watches, Visual Reality and Augmented Reality Glasses, Lence and Display Systems in AR/VR

Course Outcomes

1. Students will be able to describe the fundamental concepts of multimedia technologies and standards.
2. Students will be able to differentiate between different file formats used in multimedia.
3. Students will be able to create and manipulate multimedia content using authoring tools.
4. Students will be able to analyze the impact of multimedia technologies on society.
5. Students will be able to predict future trends and developments in multimedia technologies.

Mapping

	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
CO 1	3	2	2	1	1
CO 2	3	2	2	1	1
CO 3	2	3	3	3	2
CO 4	2	1	2	1	3
CO 5	1	1	2	2	3

Key Textbooks

1. Li, Z.-N., Drew, M. S., & Liu, J. (2016). Fundamentals of Multimedia. Springer International Publishing.
2. Lewis, R., & Luciana, J. (2020). Digital Media Foundations: An Introduction for Artists and Designers. Routledge.
3. Costello, V., Youngblood, S. A., & Youngblood, N. E. (2012). Multimedia Foundations: Core Concepts for Digital Design. Taylor & Francis.

References

1. Lefebvre, A. (2017). Multimedia systems and techniques. John Wiley & Sons.
2. Liu, Y. (2015). Multimedia compression and communication. Springer.
3. Martinez, A. (2018). Multimedia content analysis and mining. Cambridge University Press.
4. Bovik, A. C. (Ed.). (2017). Handbook of image and video processing. Academic Press.
5. Aggarwal, J. K. (Ed.). (2016). Multimedia data mining and knowledge discovery. Springer.
6. Marschner, S., & Shirley, P. (2018). Fundamentals of Computer Graphics. CRC Press.
7. Chopra Rajiv, Computer Graphics with An Introduction to Multimedia, 2017
8. Marina Gavrilova, Jian Chang, Nadia Magnenat Thalmann, Advances in Computer Graphics, 2019

Web Resources:

1. Wikipedia, "Multimedia Technology" (https://en.wikipedia.org/wiki/Multimedia_technology)
2. The Multimedia Standards for Internet and Mobile (<https://www.w3.org/standards/techs/multimedia>)

3. The Internet Multimedia Resource Guide (<https://www.digitalmediahub.net/multimedia-technology-standards>)
4. The International Multimedia Association (<https://ima.org>)
5. The Multimedia & Entertainment Industry Association (<https://www.meia.org>)

SEMESTER:III	23UVISP34-CORE - VI	CREDIT:5
PART: III	Audio-Visual Editing (Practical)	HOURS:5

Course Description

This course provides an introduction to audio and visual editing using Audacity and DaVinci Resolve. It is designed to provide students with a comprehensive overview of the fundamentals of audio and video editing, as well as the tools and techniques used to create professional-level audio and video projects. Additionally, they will learn how to edit and color grade video footage, and how to create titles, transitions, and other video elements. By the end of the course, students will have the skills and knowledge to create professional-quality audio and video projects. The course is divided into five units, each containing five lessons. Each lesson will provide an overview of the topics covered, as well as hands-on activities and projects to help students gain a better understanding of the Audio and Video Editing.

Course Objectives

1. Recall the basics of audio and video editing using Audacity and DaVinci Resolve or equivalent software
2. Identify the tools and techniques used in audio and video editing
3. Demonstrate the ability to use Audacity and DaVinci Resolve or equivalent software to create audio and video projects
4. Analyze the effects of different audio and video editing techniques
5. Evaluate the quality of audio and video projects
6. Procedural Knowledge on audio and visual editing
7. (Viva/Written Test Topics for Practical Examination)

Records and Examination

Audio Editing Record: Students should to keep a record of their audio editing works in the form of short clips. A minimum of twenty edited audio clips from various genre of audio recordings will be minimum requirement. Students should be able to explain what editing technique were deployed. Students will be tested on on their knowledge of audio editing software. Practicals may also include demonstration of their ability to edit audio clips like dialogues, sound effects, noise removal and other common tasks. Viva or Written examination can be based on the Procedural Knowledge on audio. Record should contain sample mini editing projects like:

Create a Advertisement
 Create a PSA
 Create a Storybook
 Create a Jingle
 Create a Interview program
 Create a audio effects

Video Editing Record: Students should to keep a record of their video editing works in the form of short clips. A minimum of twenty edited audio clips from various genre of video recordings will be minimum requirement. Students should be able to explain what editing technique were deployed. Students will be tested on on their knowledge of video editing software. Practicals may also include demonstration of their ability to edit video clips like dialogues, various editing

techniques, and other common video editing tasks. Viva or Written examination can be based on the Procedural Knowledge on video editing and color management. Record should contain sample mini editing projects like:

- Create a Title card
- Create a video song (the available movie songs can be used)
- Create a collage (the available movie songs/ clips can be used)
- Create a video clip using various Transitions
- Create a video clip using various Effects
- Create a video clip using matte(Blue/Green) removal technique

Audio and visual editing Record

As a part of this course, students will be required to maintain a record of their audio and visual editing exercises. This record will help students keep track of their progress and allow them to reflect on their work. The record can be maintained in a digital format such as a blog, portfolio website or cloud storage. The digital record should have at least five audio and visual editing Exercises-one from each unit. Students should ensure that their record is organised, labelled clearly and includes any relevant details such as date of the exercise, software used, and a brief description of the exercise. This record should be submitted at the end of the course for evaluation.

Practical Examination

Practical examination could be in the form of viva, testing students procedural knowledge, evaluation of audio and visual editing. Students can also be asked to create an audio and visual editing work for practical demonstration of their competency. Viva or Written examination can be based on the Procedural Knowledge. Students should be able to explain what technique or pipeline/workflows were deployed.

Detailed Syllabus:

Unit 1: Basic Editing Techniques

- Creating a simple video montage from a selection of clips, adjusting the timing and adding transitions.
- Editing a sequence to music, matching the visuals to the rhythm and tempo of the audio.
- Creating a split-screen effect to show two or more scenes side-by-side, adjusting the framing and timing to maintain coherence.
- Adding basic text and graphics to a video, including lower thirds, titles, and captions.
- Using basic color correction tools to adjust the overall look of a video, including brightness, contrast, saturation, and white balance.

Unit 2: Advanced Editing Techniques

- Creating a complex video montage with multiple layers and advanced transitions, including wipes, fades, and dissolves.
- Editing a long-form video, such as a documentary or feature film, with multiple scenes and storylines.
- Using advanced audio editing tools to mix and master sound effects, dialogue, and music, including noise reduction, EQ, and compression.
- Creating advanced visual effects, such as motion graphics, green screen compositing, and 3D animation.
- Using advanced color correction tools to match shots from different cameras, create a consistent look and feel, and enhance the mood and atmosphere of a scene.

Unit 3: Post-Production Workflow

Creating a rough cut, fine cut, and final cut of a video project, including organizing and selecting footage, creating a storyboard, and collaborating with a team.

Creating an efficient post-production workflow, including managing files, backups, and archiving, and optimizing the use of hardware and software resources.

Creating a sound design for a video project, including Foley effects, ambient sound, and music, and syncing the audio with the visuals.

Creating a polished final product, including exporting, encoding, and delivering a video project in different formats and resolutions, including web, broadcast, and theatrical.

Understanding the legal and ethical considerations of audio-visual editing, including copyright, fair use, and privacy issues.

Unit 4: Specialized Editing Techniques

Editing a music video, including syncing the visuals to the music, creating a storyline, and using visual effects to enhance the mood and atmosphere.

Editing a trailer or teaser for a film or TV show, including selecting the most compelling footage, creating a sense of suspense, and using sound and music to create anticipation.

Editing a promotional video, including creating a message, targeting a specific audience, and using visual and audio elements to create a persuasive and memorable story.

Editing a social media video, including creating short-form content, using captions and subtitles, and optimizing the format and aspect ratio for different platforms.

Editing a virtual reality or augmented reality experience, including creating a 360-degree video, using spatial audio, and enhancing the immersion and interactivity of the experience.

Unit 5: Advanced Editing Theory

Understanding the principles of storytelling, including structure, pacing, conflict, and character development, and applying them to audio-visual editing.

Understanding the principles of cinematography, including framing, lighting, composition, and camera movement, and using them to create effective and impactful visuals.

Understanding the principles of sound design, including dialogue, music, and sound effects, and using them to create a dynamic and immersive audio experience.

Understanding the principles of color theory, including hue, saturation, and value, and using them to create a mood and atmosphere that enhances the story

Course Outcomes

1. Create professional-level audio and video projects using Audacity and DaVinci Resolve (Creation)
2. Synthesize audio and video editing techniques to create unique projects (Synthesis)
3. Utilize advanced audio and video editing tools and techniques (Utilization)
4. Compare and contrast different audio and video editing techniques (Comparison)
5. Design audio and video projects that meet industry standards (Design)

Mapping

PSO	CO1	CO2	CO3	CO4	CO5
PSO1:	2	3	3	1	1
PSO2:	3	3	3	1	3
PSO3:	3	3	3	1	3
PSO4:	2	2	3	1	1
PSO5:	1	2	2	1	3
PSO6:	1	2	2	2	2
PSO7:	2	2	2	2	3

Key Textbooks

1. Jackson, W. (2015). Digital Audio Editing Fundamentals. Apress.
2. Langford, S. (2013). Digital Audio Editing: Correcting and Enhancing Audio in Pro Tools, Logic Pro, Cubase, and Studio One. CRC Press.
3. Baker, D. (2020). The Audacity to podcast: Learn audio and video podcasting, music mixing, and editing with Audacity. Focal Press.
4. Frierson, M. (2018). Film and Video Editing Theory: How Editing Creates Meaning. Routledge.
5. Goodman, R. M., & McGrath, P. (2002). Editing Digital Video: The Complete Creative and Technical Guide. McGraw Hill Professional.

References

1. Chandler, G. (2021). Editing for Directors: A Guide for Creative Collaboration. Michael Wiese Productions.
2. Dancyger, K. (2018). The Technique of Film and Video Editing: History, Theory, and Practice. Routledge.
3. Baker, D. (2020). The DaVinci Resolve 17 book: Professional editing and color correction. Focal Press.
4. Gillespie, T. (2020). Audacity: The ultimate guide to audio editing and podcasting with Audacity. Apress.
5. Hanson, J. (2020). Audacity: How to record and edit audio like a pro. Apress.

Web Resources

1. Audacity Tutorials: <https://www.audacitytutorial.com/>
2. DaVinci Resolve Tutorials: <https://www.davinciresolvetutorials.com/>
3. Audacity Wiki: <https://wiki.audacityteam.org/>
4. DaVinci Resolve Wiki: <https://www.blackmagicdesign.com/support/family/davinci-resolve/>
5. Creative Commons - <https://creativecommons.org/>

SEMESTER:III	23UVISE35	CREDIT:3
PART: III	2D and 3D Modelling (Practical)	HOURS:4

Course Description:

This Basic Blender Modelling for 2D and 3D Modelling course is designed for beginners who want to learn how to create stunning 2D and 3D models with Blender, the world's leading open-source 3D creation software. This 20-lesson course is divided into five units, each containing four lessons, which will take you through the basics of Blender's interface, object creation, editing and modifiers, materials and textures, lighting, cameras, render settings, and advanced modelling techniques such as particle systems, constraints, and armatures. You will also learn how to use Blender's game engine, motion tracking, and compositing techniques. The course will be taught by a highly experienced Blender modelling expert with over 30 years of experience in the industry. By the end of the course, you will have a strong foundation in Blender modelling, enabling you to create professional quality 2D and 3D models and animations that will impress clients, employers, or personal projects.

Course Objectives:

1. Develop a solid understanding of Blender's interface, tools, and navigation, and be able to create and edit 2D and 3D objects with various modifiers and transformations.
2. Apply fundamental rendering techniques and optimize render settings to create high-quality output for different projects, including lighting and camera settings, sky and atmosphere settings, and post-processing techniques.
3. Explore advanced modelling techniques such as particle systems, constraints, and armatures, and apply them to create realistic animations and simulations.
4. Use Blender's game engine, motion tracking, and compositing tools to create interactive 3D content and integrate 3D elements into real-life footage.
5. Demonstrate an ability to apply critical thinking and creativity to design and execute a final project that showcases the skills and techniques learned throughout the course.

Note: While open-source modelling software Blender is the recommended software, each institution/Colleges can choose to train the students in any other open-sourced or commercial alternative such as 3D Max, Maya, zBrush, Adobe Creative Cloud Suite Apps

Detailed Syllabus

Procedural Knowledge on 2D and 3D Modelling
(Viva/Written Test Topics for Practical Examination)

2D and 3D Modelling Record

As a part of this course, students will be required to maintain a record of their 2D and 3D modelling exercises. This record will help students keep track of their progress and allow them to reflect on their work. The record can be maintained in a digital format such as a blog, portfolio website or cloud storage. **The digital record should have at least 10 digital asserts developed using 2D and 3D software.** Students should ensure that their record is organised, labeled clearly and includes any relevant details such as date of the exercise, software used, and a brief description of the exercise. This record should be submitted at the end of the course for evaluation.

Practical Examination

Practical examination could be in the form of viva, testing students procedural knowledge, evaluation of 2D and 3D modelling techniques. Students can also be asked to create a 2D or 3D models for practical demonstration of their competency. Viva or Written examination can be based on the Procedural Knowledge on the modelling software. Students should be able to explain what technique or pipeline/workflows were deployed.

Unit 1: Introduction to Blender and Interface

Introduction to Blender, History of Blender, Installing Blender, Understanding Blender's Interface, Navigation and Shortcuts
Viewports and Object Creation, Viewports in Blender, Creating 2D and 3D Objects, Basic Transformations, Creating and Modifying Meshes
Editing Objects and Modifiers, Selection Tools, Editing Objects, Modifiers: Subdivision, Mirror, Array, Bevel
Materials and Textures, Understanding Materials and Textures, Creating and Applying Materials, Adding Textures to Objects, UV Mapping

Unit 2: Rendering and World Settings

Render Engines and Output Settings, Introduction to Render Engines in Blender, Output Settings, Basic Render Settings, Optimization Techniques
Lighting and Cameras, Introduction to Lighting, Types of Lights in Blender, Camera Settings, Camera Movement and Animation
World Settings, Introduction to World Settings, Sky and Atmosphere, Background Images, Compositing and Post-Processing
Ray-Tracing and Render Optimization, Understanding Ray-Tracing, Using Ray-Tracing in Blender, Optimizing Render Settings for Speed and Quality, Render Farm and Distributed Rendering

Unit 3: Advanced Modelling Techniques

Object Animation Basics, Introduction to Object Animation, Basic Animation Keyframes, Animation Curves and Graph Editor, Advanced Animation Techniques
Nurbs and Meta Shapes, Introduction to Nurbs and Meta Shapes, Creating Curves and Surfaces, Modifying Nurbs and Meta Shapes, Advanced Modelling Techniques
Particle Systems and Physics, Introduction to Particle Systems, Particle Emitter Properties, Physics Simulation in Blender, Fluid Simulation and Smoke Simulation
Constraints and Armatures, Introduction to Constraints, Types of Constraints, Armature Creation and Rigging, Animating with Armatures

Unit 4: Textures, Physics

Vertex (Shape) Keys, Introduction to Vertex (Shape) Keys, Creating and Modifying Shape Keys, Animating with Shape Keys, Advanced Techniques
Object Physics and Cloth Simulation, Introduction to Object Physics, Rigid Body Simulation, Cloth Simulation, Advanced Physics Techniques

Springs, Screws, Gears and Animation, Introduction to Springs, Screws and Gears, Creating and Animating Springs, Creating and Animating Screws and Gears, Advanced Techniques
Motion Tracking and Compositing, Introduction to Motion Tracking, Setting up the Camera for Tracking, Tracking Objects and Creating 3D Scenes, Compositing and Post-Processing

Unit 5: Game Engines and UV Textures

Game Engine Basics, Introduction to Game Engines in Blender, Creating Game Objects, Creating Game Environments, Basic Logic Bricks

Advanced Game Engine Techniques, Advanced Logic Bricks, Python Scripting in Blender Game Engine, Creating Game Levels and Scenes, Exporting Games

UV Textures and Unwrapping, Introduction to UV Textures, Unwrapping Techniques, Applying Textures to Objects, Advanced Techniques

Workflow, Pipelines, Geometric Modes, Procedural Modelling Basics. Finishing Project.

Detailed Project Work for Basic Blender Modelling Software

1. *Model a Simple Scene:* Challenge students to create a simple 3D scene, such as a room or outdoor environment, using basic Blender modelling tools. This project should require students to master the principles of modelling, texturing, and lighting, as well as the use of camera angles and composition to create a visually interesting scene.
2. *Create a 3D Object:* Challenge students to create a 3D object, such as a chair or table, using basic Blender modelling tools. This project should require students to master the art of modelling complex shapes, working with materials and textures, and basic rendering.
3. *Sculpting:* Challenge students to create a 3D model of a character or creature using Blender's sculpting tools. This project should require students to master the principles of digital sculpting, as well as the use of brushes, textures, and materials to create a detailed and realistic model.
4. *Animation:* Challenge students to create a short-animated sequence, such as a bouncing ball or simple character animation, using Blender's animation tools. This project should require students to master the principles of keyframe animation, timing, and motion, as well as the use of the graph editor to fine-tune their animations.
5. *Game Asset Creation:* Challenge students to create a simple game asset, such as a weapon or environmental prop, using Blender's low-poly modelling tools. This project should require students to master the art of efficient modelling, UV mapping, and texture baking, as well as the use of game engines like Unity or Unreal to import and use their assets.
6. *Particle Effects:* Challenge students to create a dynamic, visually stunning particle effect using Blender's particle system. This project should require students to master the principles of particle physics, as well as the use of particle emitters, force fields, and particle interactions to create complex, realistic effects.
7. *Vehicle Modelling:* Challenge students to create a detailed 3D model of a vehicle, such as a car, airplane, or boat, using Blender. This project should require students to master the intricacies of modelling complex shapes, working with materials and textures, and animating moving parts.

Course Outcomes:

1. Demonstrate a proficiency in Blender's interface, tools, and navigation, and apply this knowledge to create and edit 2D and 3D objects with various modifiers and transformations.
2. Develop a comprehensive understanding of rendering techniques, including lighting and camera settings, and use this knowledge to create high-quality output for different projects.
3. Apply advanced modelling techniques, including particle systems, constraints, and armatures, to create realistic animations and simulations, and demonstrate a mastery of the skills needed to bring these models to life.
4. Create interactive 3D content using Blender's game engine, motion tracking, and compositing tools, and integrate 3D elements into real-life footage to produce professional-quality video content.

- Design and execute a final project that showcases the skills and techniques learned throughout the course, demonstrating an ability to apply critical thinking and creativity to 2D and 3D modelling and animation projects.

Mapping:

PSOs/COs	CO1	CO2	CO3	CO4	CO5
PSO1	3	3	2	2	1
PSO2	2	3	2	2	3
PSO3	1	2	3	1	2
PSO4	3	1	2	3	1
PSO5	1	2	1	2	3

Key Textbooks

- Blain, J. M. (2022). The Complete Guide to Blender Graphics: Computer Modeling & Animation. CRC Press.
- Belec, A. (2022). Blender 3D Incredible Models: A comprehensive guide to hard-surface modeling, procedural texturing, and rendering. Packt Publishing Ltd.
- Baechler, O. (2022). LEARN GREASE PENCIL IN BLENDER 3.X: A Guide to 2d Animation, Illustration, Storyboarding, and 3d... Hybrid Pipelines Using the Grease Pencil Tools. Packt Publishing Limited.
- Baechler, O., & Greer, X. (2020). Blender 3D By Example: A project-based guide to learning the latest Blender 3D, EEVEE rendering engine, and Grease Pencil. Packt Publishing Ltd.
- Blain, J. M. (2021). Blender 2D Animation: The Complete Guide to the Grease Pencil. CRC Press.

References

- Brito, A. (2019a). Blender 2.8 for Architecture: Modeling and Rendering with Eevee and Cycles. Independently Published.
- Conlan, C. (2017). The Blender Python API: Precision 3D Modeling and Add-on Development. Apress.
- Fisher, G. (2013). Blender 3D Printing Essentials. Packt Publishing Ltd.
- Grey, S. (2021). Mind-Melding Unity and Blender for 3D Game Development: Unleash the power of Unity and Blender to create amazing games. Packt Publishing Ltd.
- Guevarra, E. T. M. (2019). Modeling and Animation Using Blender: Blender 2.80: The Rise of Eevee. Apress.

Web Resources

- BlenderNation - <https://www.blendernation.com/>
- Blender Artists - <https://blenderartists.org/>
- Blender Guru - <https://www.blenderguru.com/>
- 3D Artist - <https://www.3dartistonline.com/>
- Computer Graphics World - <https://www.cgw.com/>

SEMESTER:III PART: IV SEC-4	23UVISS36 Multimedia Content Packaging (Practical)	CREDIT:1 HOURS:1
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Course Description:

The multimedia content packaging course provides students the skills to create content for various platforms. Students will learn about eContent, digital media and benefits of creation. Explanatory videos are covered, including benefits and best practices for developing and publishing them. A focus on whiteboard animations teaches planning, creating and tips for engagement. Geo-animations utilizing geographical data to illustrate concepts or tell stories are explored. Best practices for creating and publishing animated infographics are presented.

Practical exercises provide hands-on experience, such as creating a website/blog with multimedia content, explanatory videos, whiteboard animations, geo-animations, and animated infographics. The course covers multimedia content types, packaging formats, and delivery mechanisms. Students will learn to create multimedia packages for web, mobile and media players.

The course teaches creating and publishing engaging multimedia content for platforms. Different eContent and digital media types are learned, along with the benefits of eContent creation and publishing. How to plan and create them, offering tips for making them engage. Geo-animations explore using geographical data to illustrate concepts or stories.

The course is for those interested in multimedia content creation, including web designers, digital marketers, and content creators. Students gain skills to package multimedia content for delivery platforms.

Note: While open-source software for multimedia content development is the recommended software, each institution/Colleges can choose to train the students in any other commercial alternative such as Adobe Creative Cloud Suite Apps or Procreate etc.

Course Objectives:

1. Understand the basic concepts of multimedia content packaging.
2. Learn the different types of digital media and the tools used to create them.
3. Develop skills in planning, creating, and publishing multimedia content packages.
4. Gain knowledge on how to create engaging videos, animations, and infographics.
5. Analyze data and present it effectively in a multimedia package.

Detailed Syllabus:

Procedural Knowledge on Multimedia content packaging
(Viva/Written Test Topics for Practical Examination)

Multimedia content packaging Record

As a part of this course, students will be required to maintain a record of their Multimedia content packaging exercises. This record will help students keep track of their progress and allow them to reflect on their work. The record can be maintained in a digital format such as a blog, portfolio website or cloud storage. The digital record should have at least five Multimedia content packaging Exercises-one from each unit. Students should ensure that their record is organised, labelled clearly and includes any relevant details such as date of the exercise, software used, and a brief description of the exercise. This record should be submitted at the end of the course for evaluation.

Practical Examination

Practical examination could be in the form of viva, testing students procedural knowledge, evaluation of Multimedia content packaging. Students can also be asked to create a Multimedia content packaging work for practical demonstration of their competency. Viva or Written examination can be based on the Procedural Knowledge. Students should be able to explain what technique or pipeline/workflows were deployed.

Unit 1: eContent

Introduction to eContent

Types of eContent

Types of Digital Media

Benefits of eContent

How to Create and Publish eContent

Incorporating user Interactions

Unit 2: Explanatory Video

What is an Explanatory Video?

Benefits of Using Explanatory Videos

Creating an Explanatory Video

Tips for Making Engaging Explanatory Videos

Best Practices for Publishing Explanatory Videos

Unit 3: White Board Animation

What is White Board Animation?

The Benefits of Whiteboard Animation

How to Plan and Create a Whiteboard Animation

Tips for Making Engaging Whiteboard Animations

Best Practices for Publishing Whiteboard Animations

Unit 4: Geo-Animations

What is Geo-Animation?

Benefits of Using Geo-Animation

How to Plan and Create a Geo-Animation

Tips for Making Engaging Geo-Animations

Best Practices for Publishing Geo-Animations

Unit 5: Animated Infographics

What is Animated Infographics?

Benefits of Using Animated Infographics

How to Plan and Create an Infographic

Tips for Making Engaging Infographics

Best Practices for Publishing Animated Infographics.

Practical Exercises

1. eContent: Create a website or blog featuring multiple pieces of multimedia-rich content on a chosen topic.
2. Explanatory Video: Create an explanatory video explaining a concept in students own own words.
3. Whiteboard Animation: Create a whiteboard animation illustrating a story or concept.
4. Geo-Animation: Create a geographical animation demonstrating how two countries interact on a political, economic, or societal level.
5. Animated Infographics: Create an animated infographic presenting data on a chosen topic.
6. Multimedia Presentation: Create a compelling presentation using all elements of multimedia- (Text, Images, Short Video, Voice Sound, Interactions) on any subject/topic of choice.

Course Outcomes:

1. Create a professional quality multimedia package that adheres to industry standards.
2. Assess the effectiveness of a multimedia package in meeting communication objectives.
3. Compare traditional methods of presenting information with multimedia presentation techniques.
4. Evaluate multimedia packages for accuracy, validity, and credibility.
5. Integrate multimedia into existing educational settings.

Mapping

PSO	CO1	CO2	CO3	CO4	CO5
PSO 1	2	1	1	3	1
PSO 2	3	2	2	2	3
PSO 3	3	3	3	3	2
PSO 4	3	2	3	1	1
PSO 5	1	1	1	1	3

Key Textbooks

1. Van Tassel, J., Murphy, M., & Schmitz, J. (2020). *The New News: The Journalist's Guide to Producing Digital Content for Online & Mobile News*. Routledge.
2. Hernandez, R. K., & Rue, J. (2015). *The Principles of Multimedia Journalism: Packaging Digital News*. Routledge.
3. McAdams, M. (2012). *Flash Journalism: How to Create Multimedia News Packages*. Taylor & Francis.

References:

1. Kordic, D., & Stewart, J. (2018). *Rethinking content creation: A practical guide to writing, design, and multimedia production*. Oxford: Chandos Publishing.
2. Sorensen, C. O. (2017). *Multimedia learning and teaching*. London: Routledge.
3. Wells, P. (2015). *Creating multimedia for learning and teaching*. Guildford: Facet Publishing.
4. Hatti, N., & Bhatkhande, S. (2016). *Handbook of elearning, multimedia and mobile technologies*. New Delhi: CBS Publishers & Distributors.
5. Lin, M. F. (2017). *Multimedia teaching and learning with digital*

Web Resources

1. The Basics of Multimedia Content Packaging, <https://www.fpeusa.com/the-basics-of-multimedia-content-packaging/>
2. 10 Creative Uses of Multimedia Content Packaging, <https://www.knowledgeplus.in/10-creative-uses-of-multimedia-content-packaging/>

3. 10 Tips for Creating Effective Multimedia Content Packaging,
<https://themecurve.com/blog/10-tips-for-creating-effective-multimedia-content-packaging/>
4. The Power of Multimedia Content Packaging in E-Learning,
<https://elearningindustry.com/the-power-of-multimedia-content-packaging-in-e-learning>
5. Benefits of Using Multimedia Content Packaging in E-Learning,
<https://www.imaginopro.com/resources/benefits-of-using-multimedia-content-packaging-inlearning/>

SEMESTER:III	23UVISS37	CREDIT:2
PART: IV	Design Thinking (Theory)	HOURS:2

Course Description

Design Thinking is a problem-solving methodology that uses a human-centered approach to develop innovative solutions. This course will provide an introduction to Design Thinking, exploring its background and business uses. It will also cover the variety within the Design Thinking discipline and its mindset, which includes fundamental concepts like empathy, ethnography, divergent thinking, convergent thinking, and visual thinking.

The course will examine the mechanics and resources of Design Thinking, including assumption testing, design criteria, curator, design brief, and designing for growth process. We will also explore the stages of the Designing for Growth process and overview of prototyping, wireframing, and resources like people, place, materials, and organizational fit.

We will cover different approaches to Design Thinking, including disruptive solutions, double diamond process, stage school process, human-centered design, and user-centered design. We will also examine affordances and usability, Design Thinking tools, visualization, and aesthetics principles for designers.

Moreover, the course will cover Design Thinking methods, including journey mapping, archetype mapping matrix, archetype persona, value chain analysis, customer co-creation, and competitive advantage. We will also explore the concept development, mind mapping, brainstorming, and Design Thinking practices such as the role of project management in the Design process, minimal marketable feature, minimal viable ecosystem, minimal viable product, and napkin pitch.

Finally, the course will explore the application and execution of Design Thinking, including user interface as communication, basic principles of UI design, and apps for prototyping, rapid prototyping, and wireframing, communicating results effectively. This course aims to equip students with a robust understanding of Design Thinking to apply it in real-world scenarios effectively.

Course Objective

1. Describe design thinking, its approaches and mindset
2. Explain fundamental Concepts, Resources and processes involved in design thinking
3. Comprehend stages of Design thinking for growth,
4. To explain strength and weakness of different design thinking tools and methods
5. Understand various applications of design thinking

Detailed Syllabus for Design Thinking:

Introduction to Design Thinking

Unit 1: Design Thinking Background

Definition of Design Thinking.

Business uses of Design Thinking.

Variety within the Design Thinking Discipline.

Design Thinking Mindset-Problem Solving Approach.

Fundamental Concepts: Empathy, Ethnography.

Divergent Thinking, Convergent Thinking, Visual Thinking.

Unit 2: Design Mechanics and Resources

Assumption Testing- Design Criteria, Curator, Design Brief.
 Designing for Growth Process- Process Stages of Designing for Growth.
 Overview of Prototyping-, Wireframing.
 Resources (People, Place, Materials, Organizational Fit).
 Varied Design Thinking Approaches: Disruptive Solution, Double Diamond Process, Stage School Process- Human-Centered Design, Stanford School 5-Stage Approach, User-Centered Design.
 Affordances and Usability.

Unit 3: Design Thinking Tools

"What Wows? What Works? What Is?, What If?"
 Purposeful Use of Tools and Alignment with Process.
 Visualization-Aesthetics Principles for Designers.

Unit 4: Design Thinking Methods

Journey Mapping, Archetype Mapping Matrix, Archetype Persona.
 Value Chain Analysis, Customer Co-creation, Competitive Advantage.
 Concept Development, Mind Mapping- Brainstorming.

Unit 5: Design Thinking Practices

Role of Project Management in Design Process- Aids.
 Minimal Marketable Feature (MMF), Minimal Viable Ecosystem (MVE), Minimal Viable Product (MVP), Napkin Pitch.
 Design Thinking Application and Execution-User Interface(UI) as Communication.
 Basic Principles of UI Design.
 Apps for Prototyping, Rapid Prototyping, and Wireframing-Communicating Results Effectively.

Course Outcomes

1. Adopt a problem solving mindset to reframe design challenges
2. Enumerate and select appropriate design thinking approach for specific design problem
3. Use design thinking tools and methods to solve real-world problems
4. Apply design thinking principles to develop plan of action and wireframe for specific problem domain
5. To create prototypes for specific design problem using available design tools and apps.

Mapping Course Objectives (CO) and Program Specific Objectives (PSO)

PSOs/COs	CO1	CO2	CO3	CO4	CO5
PSO 1	3	3	3	3	3
PSO 2	3	3	3	3	3
PSO 3	3	3	2	3	3
PSO 4	3	1	3	2	3
PSO 5	2	3	3	3	2

Key Textbooks

1. Beausoleil, A. M. (2022). Business Design Thinking and Doing: Frameworks, Strategies and Techniques for Sustainable Innovation. Springer International Publishing.

2. Branson, S. (2020). Design Thinking: A Modern Approach For Making Crucial Business Decisions, Create Great Products And Manage Successful Startups And Companies. Independently Published.
3. Brenner, W., & Uebernickel, F. (2016). Design Thinking for Innovation: Research and Practice. Springer.
4. Cross, N. (2011). Design Thinking: Understanding How Designers Think and Work. Berg.
5. Cure, S., & Seggio, B. (2019). Graphic Design Play Book: An Exploration of Visual Thinking (Logo, Typography, Website, Poster, Web, and Creative Design). Laurence King Publishing.

References

1. Curedale, R. (2019). Design Thinking Process & Methods 5th Edition. Design Community College Incorporated.
2. Dan O’Hair, H., & O’Hair, M. J. (2020). The Handbook of Applied Communication Research. John Wiley & Sons.
3. den Dekker, T. (2020). Design Thinking. Routledge.
4. Hillmann, C. (2021). UX for XR: User Experience Design and Strategies for Immersive Technologies. Apress.
5. Lewrick, M., Link, P., & Leifer, L. (2018). The Design Thinking Playbook: Mindful Digital Transformation of Teams, Products, Services, Businesses and Ecosystems. John Wiley & Sons.

Web Resources

1. Design Studies - <https://www.journals.elsevier.com/design-studies/>
2. Design Issues - <https://www.mitpressjournals.org/loi/desi>
3. Design and Culture - <https://www.tandfonline.com/toc/rfdc20/current>
4. Industrial Designers Society of America (IDSA) - <https://www.idsa.org/>
5. Interaction Design Association (IxDA) - <https://ixda.org/>
6. Design Management Institute (DMI) - <https://www.dmi.org/>
7. DesignSingapore Council - <https://www.designsingapore.org/>

SEMESTER:IV	23UVISC43 Core-VII	CREDIT:5
PART: III	Film Appreciation and Analysis (Theory)	HOURS:5

Course Description

This course provides an overview of film appreciation and analysis. Students explore the origins and evolution of cinema as an art form and industry. Key aspects of filmmaking like sound, music, genres, narratives, documentaries and forms are examined. Students learn narrative and non-narrative forms, mainstream and alternative films. Analysis techniques focusing on narration, ideology, auteurship, and style are covered. Film techniques around narrative, space, time, editing and cinematography are appreciated. Major film theories—ideology, authorship, genre, psychoanalytic, formalist—and movements are surveyed. Practical application comes through analyzing award-winning and culturally significant films. Students analyze mise-en-scene, camerawork, editing, music, narratives, documentaries, animated films, film historical context, and auteur directors' works. Writing film reviews focusing on narrative, technical, thematic and personal aspects is also covered. Case studies of stalwart Indian directors—Ray, Nihalani, Benegal, Kasaravalli—and Tamil and world cinemas are explored. The course examines cinema as popular culture, its socio-political influence and audience. Censorship's role is also discussed. Multimedia presentations and written analysis of films chosen from different languages and periods demonstrate learning. The course equips students with a framework to appreciate cinema as an art form and understand its far-reaching influence.

Course Objectives

1. Describe the origin and evolution of cinema as an artistic medium and industry.
2. Analyze narrative and technical elements of award-winning and culturally significant films.
3. Apply major film theories and analysis techniques to interpret films' underlying meanings and directors' styles.
4. Evaluate how films reflect and influence society based on historical context and audience reception.
5. Create multimedia presentations and written papers analyzing selected films, their themes and impact.

Detailed Syllabus

Unit 1: Overview of Film Appreciation

Introduction to Film Appreciation

Origins and Evolution of Cinema

Nature of Cinema

Critical and Technical Terms used in Film Production and Practice

Industrial and Economic Basis of Commercial Cinema

Unit 2: Key Aspects of Film Making

Sound and Music in Films

Film Genres and Story Archetypes

Popular Narrative Forms. Story Structures

Narrative form and Non-narrative form

Film Form and Conventions

Documentary Films,

Documentary genres
Different Narrative Techniques

Unit 3: Film Analysis

Mainstream and Alternative Narratives and Film Forms
Film Analysis Techniques
Narration-Ideology in Films
Mise-en-Scene
Principles of Film-Authorship in Films
Style as a Formal System

Unit 4: Appreciation of Film Techniques

Film Techniques: Narrative Unity, Ambiguity
Space and Time
Film Editing Techniques: Disunity, Form, Style
Cinematographer Properties
Montage and Long Take

Unit 5: Film Theories and Movements

Ideology in films
Authorship in films
Auteurs film theory
Marxist film theories
Feminist film theories
Genre theory
Psychoanalytical film theory
Formalist film theory
Film concepts and film movements

**Film Analysis: Suggested Practical Exercises/Assignments for Internal Exams
(Any one or Two exercises from the list below). All exercises can be presented in the form of
written text or multimedia presentations.**

Exercise 1: Analyze how mise-en-scene and camerawork were used to show conflict between characters in a movie scene. Discuss set design, lighting, positioning, angles, etc.

Exercise 2: Analyze how editing techniques like continuity editing, montage, jump cuts, etc. were used to show the passage of time in a movie. Discuss how effective they were.

Exercise 3: Analyze the use of music in generating mood and highlighting important moments in a movie scene. Discuss how sound editing amplified the impact.

Exercise 4: Analyze the character arc of the protagonist based on key narrative elements like exposition, rising action, climax, falling action and resolution in a movie.

Exercise 5: Analyze how a documentary used balanced or persuasive arguments, interviews, historical footage, music, etc. to make a compelling case. Discuss how objective or subjective it was.

Exercise 6: Analyze a movie within its historical context. Discuss how it reflected the social/cultural issues and events of the time period in which it was produced.

Exercise 7: Analyze the auteur elements in the films of a famous director like Hitchcock or Kurosawa or Mani Ratnam. Discuss recurring themes, techniques, collaborators, etc. that define their signature style.

Exercise 8: Analyze how an animated film used different techniques like stop motion, 2D, 3D, etc. to bring its visual style to life. Discuss how the animation enhanced the storytelling.

Exercise 9: Analyze how experimental films challenged conventional filmmaking rules through use of abstract visuals, surrealism, social commentary, etc. Discuss why they are considered unconventional.

Exercise 10: Write a film review focusing on narrative, technical and thematic aspects of a movie as well as your personal experience watching it. Provide recommendation on if audiences should watch it and why.

Exercise 11: Carry out a Film Analysis and Case studies of Award winning films and Stalwarts in Indian Cinema, Satyajit Ray, Guru Dutt, Adoor Goplakrishnan 4. Govind Nihalani, Shyam Benegal, Mrinal Sen, Girish Kasaravalli, Mahendran

Exercise 12: Carry out a Case study of Tamil Cinema based on the following Themes: History of Tamil cinema – Cinema as an institution – Cinema as popular culture – Influence of cinema on social, cultural economic, political milieu in India and Tamil Nadu – Understanding audiences – Censorship and regulation of films

Exercise 13: Carry out a Case study of World Cinema, focusing on films from any one nation: Iran, Nigeria, South Korean, Brazil, Mexican, European Union Nations, Russian, Japanese, Chinese, Thailand.

Course Outcomes

1. Explain key concepts and critical terms used in film production, analysis and appreciation.
2. Compare mainstream, alternative, narrative and non-narrative film forms.
3. Analyze the narrative, technical, ideological and cultural aspects of films.
4. Discuss the role of film as a medium of cultural expression and its influence on society.
5. Apply diverse approaches to film analysis and generate independent interpretations of films.

Mapping

PSO	CO1	CO2	CO3	CO4	CO5
PSO 1	2	3	3	1	2
PSO 2	3	3	3	2	3
PSO 3	3	2	3	2	3
PSO 4	1	1	3	2	2
PSO 5	3	2	2	3	3

Key Textbooks

1. Audissino, E. (2017). *Film/Music Analysis: A Film Studies Approach*. Springer.
2. Bateman, J., & Schmidt, K.-H. (2013). *Multimodal Film Analysis: How Films Mean*. Routledge.
3. Benshoff, H. (2015). *Film and Television Analysis: An Introduction to Methods, Theories, and Approaches*. Routledge.
4. Caldwell, T. (2011). *Film Analysis Handbook: Essential Guide to Understanding, Analysing and Writing on Film*. Insight Publications.
5. Russo, J. R. (2021). *Understanding Film: A Viewer's Guide*. Liverpool University Press.
6. Wildfeuer, J., & Bateman, J. A. (2016). *Film Text Analysis: New Perspectives on the Analysis of Filmic Meaning*. Taylor & Francis.

References

1. Barnwell, J. (2019). *The Fundamentals of Film Making*. Bloomsbury Publishing.

2. Battaglia, G. (2017). *Documentary Film in India: An Anthropological History* (1 edition). Routledge.
3. Bordwell, D., & Thompson, K. (2004). *Film Art: An Introduction*. McGraw-Hill.
4. Bruhn, J., & Gjelsvik, A. (2018). *Cinema Between Media: An Intermediality Approach*. Edinburgh University Press.
5. Devasundaram, A. I. (2016). *India's New Independent Cinema: Rise of the Hybrid*. Routledge.
6. Dickey, S. (2007). *Cinema and the Urban Poor in South India* (Vol. 1). Cambridge University Press.
7. Hillman, N. (2021). *Sound for Moving Pictures: The Four Sound Areas*. CRC Press.
8. Katz, S. D. (2019). *Film Directing: Shot by Shot - 25th Anniversary Edition: Visualizing from Concept to Screen*. Michael Wiese Productions.
9. Kishore, S. (2020). *Indian Documentary Film and Filmmakers: Independence in Practice*. Edinburgh University Press.
10. Lamarre, T. (2013). *The Anime Machine: A Media Theory of Animation*. U of Minnesota Press.

Web Resources

1. *Journal of Film and Video* - <https://www.jstor.org/journal/jfilmvideo>
2. *Cinema Journal* - <http://www.cmstudies.org/page/CinemaJournal>
3. *Film Quarterly* - <https://filmquarterly.org/>
4. *Studies in Documentary Film* - <http://www.tandfonline.com/toc/rsdf20/current>
5. *Screen* - <https://academic.oup.com/screen/>

SEMESTER:IV	23UVISP44 Core-VIII	CREDIT:5
PART: III	Animation and Character Design (Practical)	HOURS:5

Course Description

This course on Animation and Character Design is designed to provide students with a comprehensive understanding of the principles and techniques used in the creation of engaging and dynamic animation and characters. Through a series of challenging lessons and practical exercises, students will learn the fundamentals of character design, animation techniques, motion capture, and more. The course is divided into five units, each containing five lessons and exercises that will build upon the skills learned in the previous unit.

Students will gain hands-on experience with traditional and digital animation techniques, including 2D and 3D animation, motion graphics, and stop-motion animation. They will also learn how to use motion capture technology to capture human and animal motion and integrate it into their animations. By the end of the course, students will have developed a diverse set of skills and a professional-level portfolio of animations and character designs. This course is suitable for beginners as well as professionals looking to expand their skill set in the animation and character design industry.

Course Objectives

1. Recall the fundamental principles of animation and character design, including the importance of exaggeration, appeal, and timing.
2. Understand the different types of animation techniques and their applications, such as 2D, 3D, stop-motion, and motion graphics.
3. Comprehend the principles and techniques of character design, such as creating appealing characters with a strong silhouette and personality.
4. Apply animation and character design techniques to create a variety of projects, including short animations, motion graphics, and character designs.
5. Analyze the effectiveness of different animation and character design techniques in creating engaging and dynamic characters and animations.
6. Innovate and experiment with animation and character design techniques to create unique and visually compelling works.

Animation and Character Design Record

As a part of this course, students will be required to maintain a record of their Animation and Character Design exercises. This record will help students keep track of their progress and allow them to reflect on their work. The record can be maintained in a digital format such as a blog, portfolio website or cloud storage. The digital record should have at least Five Animation and Character Design Exercises-one from each unit developed using appropriate software. Students should ensure that their record is organised, labelled clearly and includes any relevant details such as date of the exercise, software used, and a brief description of the exercise. This record should be submitted at the end of the course for evaluation.

Practical Examination

Practical examination could be in the form of viva, testing students' procedural knowledge, evaluation of Animation and Character Design. Students can also be asked to create a Animation

and Character Design work for practical demonstration of their competency. Viva or Written examination can be based on the Procedural Knowledge on the software used for developing the content. Students should be able to explain what technique or pipeline/workflows were deployed.

Detailed Syllabus

Unit 1: Fundamentals of Animation and Character Design

Introduction to Animation and Character Design, Understanding the history and evolution of animation and character design, Overview of the different styles and techniques used in animation and character design.

Principles of Animation, Study of the 12 principles of animation and their applications, Understanding the importance of timing, spacing, and movement in animation

Anatomy and Gesture Drawing, Understanding the human anatomy and how it influences character design, Developing gesture drawing skills to capture the essence of movement and pose

Character Design, Developing character design skills for various genres and mediums, Understanding the importance of character personality, expressions, and body language

Storyboarding and Layout Design, Understanding the process of storyboarding and layout design, developing skills to create visual storytelling through composition, camera angles, and pacing

Unit 2: Animation Techniques

Traditional Animation Techniques, Understanding the traditional animation process and techniques, learning how to use light tables, peg bars, and traditional animation software

2D Digital Animation, Overview of 2D digital animation software and tools, Developing skills to create hand-drawn animation using digital tablets and software

3D Animation Techniques, Understanding the principles of 3D animation and modelling, learning how to use 3D animation software and tools to create realistic movements and expressions

Motion Graphics, Understanding the principles of motion graphics and typography, developing skills to create animated logos, titles, and promotional videos

Stop Motion Animation, Understanding the principles of stop motion animation, learning how to use stop motion animation software and techniques to create dynamic movements and effects

Unit 3: Specialization in Animation and Character Design

Character Rigging and Animation, Understanding the process of character rigging for 2D and 3D animation, Developing skills to create realistic and expressive character movements

Special Effects Animation, Understanding the principles of special effects animation, developing skills to create dynamic and realistic visual effects

Game Animation, Understanding the principles of game animation, developing skills to create responsive and dynamic animations for video games

TV and Film Animation, Understanding the differences between TV and film animation, developing skills to create high-quality animation for television and film projects

Virtual Reality and Augmented Reality Animation, Understanding the principles of virtual reality and augmented reality animation, Developing skills to create immersive and interactive animations for virtual reality and augmented reality platforms

Unit 4: Animation and Character Design for Professional Projects

Creating Animatics, Understanding the process of creating animatics for film, television, and advertising, developing skills to create effective and engaging animatics

Collaborating with a Production Team, Understanding the importance of collaborating with a production team, developing skills to communicate and work effectively with directors, producers, and other creative professionals

Unit 5: Project Management, Presentation, Pitching and Portfolio Building

Project Management and Time Management, Understanding the importance of project management and time management in animation and character design, developing skills to create project schedules, manage deadlines, and prioritize tasks

Presentation and Pitching Skills, Understanding the principles of effective presentations and pitching skills, Developing skills to communicate and sell ideas to clients, stakeholders, and investors

Portfolio Building and Career Development, Understanding the importance of building a strong portfolio and showcasing your work, Developing skills to market yourself and your skills as an animator or character

Unit 5: Detailed Practical Exercises for Animation and Character Design

(At least Five Exercises-One from Each Unit-Should be included in the Digital Record)

Unit 1: Fundamentals of Animation and Character Design

Exercise 1: Designing a Character, Create a unique character design that showcases personality, expressions, and body language, Develop sketches and illustrations that showcase the character's traits and backstory

Exercise 2: Gesture Drawing, Practice gesture drawing to capture the essence of movement and pose, Develop quick sketches of human figures in different poses and actions

Exercise 3: Animating a Walk Cycle, Create a realistic walk cycle animation using traditional or digital animation techniques, Experiment with timing, spacing, and weight to create a convincing animation

Exercise 4: Storyboarding a Scene, Create a storyboard for a short animation or film scene, Use composition, camera angles, and pacing to convey the story and emotions of the scene

Exercise 5: Layout Design, Create a layout design for a scene in an animation or film project, Use composition and color theory to create a visually compelling scene

Unit 2: Animation Techniques

Exercise 6: Create a short animation using traditional animation techniques such as pencil and paper or stop motion, Experiment with different frame rates, timing, and spacing to create an effective animation

Exercise 7: Create a short animation using 2D digital animation software and tools, Experiment with different software and tools to find the best fit for your animation style

Exercise 8: Create a short animation using 3D animation software and tools, Experiment with different software and tools to create realistic movements and expressions

Unit 3: Specialization in Animation and Character Design

Exercise 9: Create a short motion graphics animation using typography and graphic design elements, Experiment with different software and tools to create engaging and dynamic motion graphics

Exercise 10: Create a short stop motion animation using stop motion software and techniques, Experiment with different materials and techniques to create dynamic movements and effects

Unit 3: Specialization in Animation and Character Design

Exercise 11: Create a short animation using character rigging techniques for 2D or 3D animation, Experiment with different rigging techniques to create realistic and expressive character movements

Exercise 12: Create a short animation using special effects animation techniques, Experiment with different techniques to create dynamic and realistic visual effects

Exercise 13: Create a short animation for a video game project, Experiment with different animation techniques to create responsive and dynamic animations for video games

Exercise 14: Create a short animation for a television or film project, Experiment with different animation techniques to create high-quality animation for television and film projects

Exercise 15: Create a short animation for a virtual reality or augmented reality project, Experiment with different animation techniques to create immersive and interactive animations for virtual reality and augmented reality platforms.

Unit 4: Animation and Character Design for Professional Projects

Exercise 1: Learn the basics of motion capture technology and workflow, Set up a motion capture session with markers, cameras, and software

Exercise 2: Capture a human motion using motion capture technology, Analyze and edit the captured motion to improve its quality and accuracy

Exercise 3: Capture an animal motion using motion capture technology, Analyze and edit the captured motion to create a believable and expressive animation

Exercise 4: Learn how to edit and retarget motion capture data to different characters or models, Experiment with different techniques to create smooth and natural motion

Exercise 5: Learn how to integrate motion capture data into an animation pipeline, create a short animation using motion capture data and other animation techniques to create a high-quality animation.

Course Outcomes

1. Recall the fundamental principles of animation and character design and apply them to their own work.
2. Understand the different types of animation techniques and their applications, as well as the principles and techniques of character design.
3. Apply animation and character design techniques to create a variety of projects, including short animations, motion graphics, and character designs.
4. Analyze and evaluate the effectiveness of different animation and character design techniques in creating engaging and dynamic characters and animations.
5. Create original and creative animations and character designs that demonstrate a mastery of the principles and techniques covered in the course. Students will be able to innovate and experiment with animation and character design techniques to create unique and visually compelling works that showcase their individual style and creativity.

Mapping

PSO	CO1	CO2	CO3	CO4	CO5
PSO1	3	2	3	1	2
PSO2	3	3	1	1	3
PSO3	1	1	3	2	1
PSO4	3	1	2	3	2
PSO5	1	2	3	1	3

Key Textbooks

1. Blain, J. M. (2021). *Blender 2D Animation: The Complete Guide to the Grease Pencil*. CRC Press.
2. Chong, A. (2019). *Digital Animation*. Bloomsbury Publishing.
3. Blain, J. M. (2022). *The Complete Guide to Blender Graphics: Computer Modeling & Animation*. CRC Press.
4. Chandramouli, M. (2021). *3D Modeling & Animation: A Primer*. CRC Press.
5. 3dtotal Publishing. (2020). *Fundamentals of Character Design: How to Create Engaging Characters for Illustration, Animation & Visual Development*. 3DTotal Publishing.
6. Tillman, B. (2019). *Creative Character Design 2e*. CRC Press.
7. Milic, L., & McConville, Y. (2006). *The Animation Producer'S Handbook*. McGraw-Hill Education (UK).

References

1. Osipa, J. (2022). *Stop Staring: Facial Modeling and Animation Done Right* (3rd ed.). Wiley.
2. Dower, J., & Langdale, P. (2022). *Performing for Motion Capture: A Guide for Practitioners*. Bloomsbury Publishing.
3. Guevarra, E. T. M. (2019). *Modeling and Animation Using Blender: Blender 2.80: The Rise of Eevee*. Apress.

4. Edelmann, J. (2022). *Character Animation: 2D Skills for Better 3D* (2nd ed.). Bloomsbury Visual Arts.
5. Bousquet, M. (2021). *The Art and Making of Luca*. Chronicle Books.
6. Tyng, M. (2021). *Stop Motion Animation: How to Make and Share Creative Videos* (2nd ed.). DK Publishing.
7. O'Connell, R. (2021). *Acting and Performance for Animation*. Routledge.
8. Alspach, T. (2020). *The Animators Sketchbook: How to See, Interpret & Draw Like a Master Animator*. Rockport Publishers.
9. Pearn, K. (2020). *The Art of The Willoughbys*. Abrams Books.
10. Johnston, O., & Thomas, F. (2020). *The Illusion of Life: Disney Animation* (3rd ed.). Disney Editions.

Web Resources

1. Journal of Animation and Moving Image - <https://www.intellectbooks.com/journal-of-animation-and-moving-image>
2. Animation Practice, Process & Production - <https://www.intellectbooks.com/animation-practice-process-production>
3. Animation: An Interdisciplinary Journal - <https://www.tandfonline.com/toc/ranm20/current>
4. International Journal of Animation and Cartoon Studies - <http://ijac.net/>
5. Animation Studies - <http://journal.animationstudies.org/>

SEMESTER:IV	23UWISE45 Elective-IV	CREDIT:3
PART: III	Compositing and Visual Effects (Practical)	HOURS:3

Course Description

This Compositing and Visual Effects course is designed to equip learners with the procedural knowledge and technical skills necessary to become a professional in the industry. The course covers topics such as keying techniques, color correction, camera effects, and advanced compositing, and visual effects techniques.

Through a series of practical exercises, learners will learn to use industry-standard software such as Nuke, Maya, Adobe After Effects, and DaVinci Resolve. They will learn to create complex composites and visual effects, including rotoscoping, chroma keying, 3D compositing, and stereo compositing. They will also develop skills in color grading, image manipulation, and video editing. Learners will have the opportunity to collaborate with teams and clients, build their demo reel and portfolio, and explore the future of compositing and visual effects. The course is ideal for anyone looking to pursue a career in film and television post-production, advertising, and gaming industries.

Course Objectives

1. Develop the ability to effectively use keying techniques to create clean mattes and composite foreground elements onto new backgrounds.
2. Analyze color correction methods and utilize them to create a desired look in a composite.
3. Evaluate technical terminologies and apply them to execute advanced compositing techniques.
4. Create a deep composite, perform stereoscopic compositing, and composite CGI elements with live-action footage using advanced compositing techniques.
5. Synthesize knowledge on workflow and pipeline to demonstrate collaboration with teams and clients, building a demo reel and portfolio, and ethical responsibility in Compositing and VFX.

Procedural Knowledge on Compositing and Visual Effects

(Viva/Written Test Topics for Practical Examination)

Compositing and Visual Effects Record

As a part of this course, students will be required to maintain a record of their Compositing and Visual Effects exercises. This record will help students keep track of their progress and allow them to reflect on their work. The record can be maintained in a digital format such as a blog, portfolio website or cloud storage. The digital record should have at least Five Compositing and Visual Effects Exercises-one from each unit developed using appropriate software. Students should ensure that their record is organised, labelled clearly and includes any relevant details such as date of the exercise, software used, and a brief description of the exercise. This record should be submitted at the end of the course for evaluation.

Practical Examination

Practical examination could be in the form of viva, testing students procedural knowledge, evaluation of Compositing and Visual Effects. Students can also be asked to create a Compositing and Visual Effects work for practical demonstration of their competency. Viva or Written

examination can be based on the Procedural Knowledge on the software used for developing the content. Students should be able to explain what technique or pipeline/workflows were deployed.

Unit 1: Making a Great Composite

Keying Techniques
Working with Keyers
Refining Mattes
Spill Suppression and Despill Artifacts
The Composite

Unit 2: The Quest for Realism

Compositing CGI and D Compositing
Color Correction
Sweetening the Comp
Camera Effects
Digital Color

Unit 3: Technical Terminologies

Image Blending
Transforms and Tracking
Digital Images
Advanced Keying Techniques
Creating Effects

Unit 4: Advanced Compositing

Advanced Compositing Techniques
Stereoscopic Compositing
Advanced CGI Techniques
Advanced Lighting Techniques
Advanced Rendering Techniques

Unit 5: Workflow and Pipeline

The Production Pipeline
Collaborating with Teams and Clients
Building Your Demo Reel and Portfolio
The Future of Compositing and VFX
Ethics and Responsibility in Compositing and VFX

Practical Exercises on Compositing and Visual Effects.

(At least Five Exercises-One from Each Unit-Should be included in the Digital Record)

Unit 1: Keying and Matte Creation (Any One Exercise from this Unit)

Exercise 1: Pulling a Key, Choose a challenging footage with uneven lighting and complex edges, Use a combination of keying techniques to create a clean matte, Refine the matte using various techniques such as spill suppression and edge refinement, Composite the foreground onto a new background

Exercise 2: Creating a Difference Matte, Choose a footage with moving elements and a stationary background, Create a difference matte using various techniques such as color difference keys and blur and grow technique, Refine the matte using various techniques such as filtering and bump mattes, Composite the moving element onto a new background

Exercise 3: Chroma Keying, Choose a footage with a green or blue screen background, Create a chroma key using various techniques such as luma keys and chroma difference keys, Refine the key using various techniques such as despill and spill suppression, Composite the foreground onto a new background

Exercise 4: Rotoscoping, Choose a footage with complex foreground elements such as hair or fur, Create a clean matte using various techniques such as the rotobrush tool and manual painting, Refine the matte using various techniques such as edge refinement and spill suppression, Composite the foreground onto a new background

Exercise 5: D Keying, Choose a footage with a depth map or 3D information, Create a 3D composite using various techniques such as camera projection and depth compositing, Refine the composite using various techniques such as color correction and grain management, Output the composite in a 3D format such as anaglyph or VR

Unit 2: Color Correction (Any One Exercise from this Unit)

Exercise 6: Color Grading, Choose a footage with a specific color palette or mood, Use various techniques such as lift, gamma, gain, and color grading to achieve the desired look, Refine the grade using various techniques such as selective color correction and secondary color correction, Output the graded footage in a desired format such as log or HDR

Exercise 7: Edge Blending and Shadow Creation, Choose a footage with foreground elements that need to be integrated with the background, Use various techniques such as edge blending and light wrap to create a seamless integration, Create realistic shadows using various techniques such as density and color adjustments, Refine the integration using various techniques such as faux shadows and atmospheric haze

Exercise 8: Lens Effects and Grain Management, Choose a footage with a specific lens or filter effect, Use various techniques such as lens distortion correction and lens flares to create the desired effect, Manage the grain using various techniques such as regraining and grain rescue, Refine the effect using various techniques such as sharpening and defocus simulation

Exercise 9: Camera Effects and Motion Tracking, Choose a footage with a specific camera effect such as depth of field or motion blur, Use various techniques such as camera tracking and motion blur control to achieve the desired effect, Refine the effect using various techniques such as defocus simulation and sharpening, Output the final footage in a desired format such as slow motion or time lapse

Exercise 10: Matte Painting and Set Extension, Choose a footage with a specific environment that needs to be expanded or modified, Create a matte painting or 3D environment using various techniques such as set extension and camera projection, Integrate the environment with the original footage using various techniques such as edge blending and lighting matching, Refine the integration using various techniques such as atmospheric haze and color grading

Unit 3: Compositing CGI

Exercise 1: Multi-Pass Compositing, Use Nuke to composite a CGI sequence rendered in multiple passes, Use the Merge node to combine the beauty, lighting, reflection, and shadow passes, Use the Shuffle node to extract specific image channels for adjustment, Use the Grade node to adjust the color, contrast, and brightness of the passes, Use the Transform node to position and scale the CGI elements within the scene

Exercise 2: Deep Compositing, Use Nuke to composite a CGI sequence rendered with deep images, Use the DeepMerge node to combine the deep images for each element, Use the DeepExpression node to manipulate the depth information, Use the DeepTransform node to position and scale the elements within the scene, Use the DeepHoldout node to selectively remove elements from the scene

Exercise 3: Camera Projection, Use Maya to create a 3D scene with a camera move, Use the Render settings to render out the scene as a camera projection matte, Use Nuke to composite a live-action plate onto the camera projection matte, Use the Transform node to adjust the position and scale of the live-action plate, Use the Roto node to mask out any areas of the live-action plate that intersect with the CGI elements

Exercise 4: Set Extension, Use Maya to create a 3D environment for a live-action scene, Use the Render settings to render out the environment as a set extension matte, Use Nuke to composite the set extension onto the live-action footage, Use the Transform node to position and scale the set extension, Use the Color Correction tools to match the color and lighting of the set extension to the live-action footage

Exercise 5: Stereoscopic Compositing, Use Nuke to composite a stereoscopic CGI sequence onto a live-action plate, Use the Disparity Generator node to create a disparity map for the CGI elements, Use the Disparity Blur node to add a depth of field effect to the CGI elements, Use the Depth To Points node to convert the disparity map into a point cloud, Use the Point Cloud Render node to render the point cloud as a depth map for the final composite.

Unit 3: Advanced Techniques in Compositing and Visual Effects (Any One Exercise from this Unit)

Exercise 1: Creating a Deep Composite, Create a deep image using a 3D application, Composite the deep image with live-action footage in Nuke, Use the depth information to adjust the focus of the live-action footage, Add depth-of-field and lens distortion to the composite

Exercise 2: Advanced Keying Techniques, Use a green screen footage to create a composite with complex hair, Use a difference matte to create a clean plate for the hair, Create a custom keyer to improve the key, Use despill techniques to remove green reflections on the subject, Integrate the keyed subject into a complex background

Exercise 3: Stereo Compositing, Use a 3D camera tracker to create a 3D scene from a live-action footage, Create a depth map for the scene, Use the depth map to add 3D objects into the scene, Create a left and right eye view for the scene, Composite the left and right eye view to create a stereo 3D effect

Exercise 4: Compositing CGI with Live Action, Use a 3D application to create a 3D object, Create a multi-pass render of the 3D object, Composite the 3D object into a live-action footage in Nuke, Use the AOV passes to adjust the lighting and shadow of the 3D object, Add camera effects such as lens distortion and depth of field to the composite

Exercise 5: Motion Graphics, Create a motion graphics sequence using Adobe After Effects, Use keyframe animation and motion graphics templates to create complex animations, Integrate live-action footage into the motion graphics sequence, Use expressions and scripts to automate animation and make adjustments, Export the motion graphics sequence for use in other compositing and editing software.

Unit 4: Camera Effects and Image Manipulation (Any One Exercise from this Unit)

Exercise 1: Depth of Field Simulation, Use Nuke to simulate depth of field for a live-action footage, Use a depth map to create a realistic depth-of-field effect, Experiment with different lens blur algorithms and settings, Use masks to selectively apply the depth-of-field effect to specific areas of the footage, Use the ZDefocus node to achieve realistic bokeh effects

Exercise 2: Lens Distortion Correction, Use Nuke to correct lens distortion in a live-action footage, Use the LensDistortion node to create a distortion model based on lens calibration data, Adjust the distortion model to match the actual distortion in the footage, Use the LensDistortion

node to apply the distortion correction to the footage, Use masks to limit the distortion correction to specific areas of the footage

Exercise 3: Chromatic Aberration Simulation, Use Nuke to simulate chromatic aberration for a live-action footage, Use the LensDistortion node to create a distortion model that includes chromatic aberration, Adjust the chromatic aberration settings to achieve the desired effect, Use masks to selectively apply the chromatic aberration effect to specific areas of the footage, Use compositing techniques to blend the chromatic aberration effect with the original footage

Exercise 4: Image Stabilization, Use Nuke to stabilize shaky footage, Use the Tracker node to track a feature in the footage, Apply the tracking data to a Transform node to stabilize the footage, Use the Crop node to remove any black borders introduced by the stabilization, Use a roto node to refine the stabilization around moving objects

Exercise 5: Image Enhancement, Use Photoshop to enhance the detail and texture of a still image, Use the High Pass filter to extract the details from the image, Use the Overlay blending mode to apply the detail to the original image, Use the Clone Stamp tool to remove unwanted elements from the image, Use the Curves adjustment to enhance the contrast and color of the image,

Unit 5: Digital Images and Video (Any One Exercise from this Unit)

Exercise 1: Color Grading, Use DaVinci Resolve to perform a color grade on a live-action footage, Use the Color page to adjust the brightness, contrast, and color balance of the footage, Use the Curves tool to adjust the tonal range of the image, Use the Power Windows tool to isolate specific areas of the image for grading, Use the Keyframe tool to animate changes over time

Exercise 2: Deinterlacing and Frame Rate Conversion, Use Adobe After Effects to deinterlace interlaced footage, Use the Field Options settings to separate the fields of the footage, Use the Frame Blending settings to interpolate new frames, Use the Pixel Motion settings to improve the quality of the frame blending, Use the Timewarp effect to adjust the frame rate of the footage

Exercise 3: Keying and Compositing, Use Nuke to composite a live-action footage over a background plate, Use the Keyer node to extract a clean matte of the actor or object, Use the Merge node to combine the matte with the background plate, Use the Transform node to position and scale the footage, Use the Color Correction tools to match the color and lighting of the footage to the background plate

Exercise 4: Digital Cinema Workflow, Use ACES Color Management to manage the color space of a live-action footage, Use the ACES workflow to convert the footage to a standardized color space, Use the Color page in DaVinci Resolve to perform a color grade on the footage, Use the ACES Output Transform to convert the graded footage back to the original color space, Use the Render settings to export the graded footage in the desired format

Exercise 5: Digital Camera Workflow, Use Adobe Premiere Pro to import and edit footage shot with a digital camera, Use the Lumetri Color tools to adjust the color and lighting of the footage, Use the Warp Stabilizer to stabilize shaky footage, Use the Essential Graphics panel to add titles and graphics to the footage, Use the Export settings to export the edited footage in the desired format.

Course Outcomes:

1. Apply a range of keying techniques and refine mattes to create clean and accurate composites.
2. Create realistic composites by integrating CGI elements with live-action footage and performing color correction and camera effects.
3. Use technical terminology related to compositing and VFX to effectively communicate with team members and clients.
4. Utilize advanced compositing techniques, such as stereoscopic compositing and deep

- compositing, to create complex and visually stunning composites.
5. Develop a professional portfolio and demo reel showcasing their compositing and VFX skills, while adhering to ethical and responsible practices within the industry.

Mapping

Program Specific Outcomes	CO 1	CO 2	CO 3	CO 4	CO 5
PSO 1	3	3	3	2	1
PSO 2	3	3	3	2	3
PSO 3	3	3	3	3	1
PSO 4	2	3	3	3	1
PSO 5	2	2	1	2	3

Key Textbooks

1. Lanier, L. (2017). *Advanced Visual Effects Compositing: Techniques for Working with Problematic Footage*. Taylor & Francis.
2. Lanier, L. (2018). *Digital Compositing with Blackmagic Fusion: Essential Techniques*. Routledge.
3. Okun, J. A., & Zwerman, S. (2020). *The VES Handbook of Visual Effects: Industry Standard VFX Practices and Procedures*. Taylor & Francis Group.
4. Wright, S. (2013). *Compositing Visual Effects: Essentials for the Aspiring Artist*. Taylor & Francis.

References

1. Birn, J. (2013). *Digital Lighting and Rendering*. New Riders.
2. Brinkmann, R. (2008). *The Art and Science of Digital Compositing: Techniques for Visual Effects, Animation and Motion Graphics*. Morgan Kaufmann.
3. Dinur, E. (2017). *The Filmmaker's Guide to Visual Effects: The Art and Techniques of VFX for Directors, Producers, Editors and Cinematographers*. Taylor & Francis.
4. Dinur, E. (2021). *The Complete Guide to Photorealism for Visual Effects, Visualization and Games*. Routledge.
5. Foster, J. (2010). *The Green Screen Handbook: Real-World Production Techniques*. John Wiley & Sons.

Web Resources

1. Journal of Visual Effects: <https://www.jove.com/journal/visual-effects>
2. International Journal of Computer Graphics & Animation: <https://www.omicsonline.org/computer-graphics-animation.php>
3. VFX Voice: <http://vfxvoice.com/>
4. Creative Cow: <https://www.creativecow.net/>
5. 3D Artist: <https://3dartistonline.com/>
6. Visual Effects Society: <https://www.visualeffectssociety.com/>
7. Motion Graphic Design Association: <https://motiongraphicsassociation.org/>
8. Society of Motion Picture and Television Engineers: <https://www.smpte.org/>
9. Women in Animation: <https://womeninanimation.org/>
10. National Association of Broadcasters: <https://www.nab.org/>

SEMESTER:IV	23UVISS46 SE-6	CREDIT:2
PART: IV	Script Writing and Storyboard Development (Practical)	HOURS:2

Course Description

“Script Writing and Storyboard Development ” is a comprehensive course designed for aspiring writers, filmmakers, and content creators. This course will guide you through the process of developing an engaging and impactful story, from idea to finished script. Through a combination of lectures, workshops, and individual assignments, you will learn how to craft compelling characters, create a vivid and believable world, and build a story structure that keeps your audience hooked from beginning to end. You will also learn about script formatting, dialogue writing, and scene construction, as well as the basics of screenwriting and storytelling. By the end of the course, you will have the skills and confidence to turn your ideas into a polished and professional script that is ready for production. Whether you're an aspiring screenwriter, a filmmaker, or simply looking to improve your storytelling skills, this course is the perfect starting point. Finally this course will enable students to convert their story ideas and scripts into storyboards using appropriate software. The storyboards will be evaluated for their record.

Course Objectives

1. *Remembering*: Students will be able to recall key concepts, terminology, and techniques related to story development and scriptwriting.
2. *Understanding*: Students will be able to demonstrate an understanding of the principles and processes of story development and scriptwriting, including character development, plot structure, and dialogue.
3. *Applying*: Students will be able to apply their understanding of story development and scriptwriting to the creation of their own stories and scripts and develop a storyboard for their scripts
4. *Analyzing*: Students will be able to analyze the strengths and weaknesses of their own stories and scripts and those of others, and identify areas for improvement.
5. *Evaluating*: Students will be able to evaluate their own stories and scripts and those of others based on criteria such as character development, plot structure, and dialogue.

Note: While open source software for such as GIMP/InkSpace, Krita/ToonBoom/Blender is the recommended. However, each institution/college can choose to train the students in any other open source or commercial alternative such as Adobe Animate, Other Creative Cloud Suite Apps, Procreate, Mental Case etc.

Detailed Syllabus

Script Writing and Storyboard Development Record

As a part of this course, students will be required to maintain a record of their Script Writing and Storyboard Development exercises. This record will help students keep track of their progress and allow them to reflect on their work. The record can be maintained in a digital format such as a blog, portfolio website or cloud storage. The digital record should have at least Five Script Writing and Storyboard Development Exercises-one from each unit developed using appropriate software. Students should ensure that their record is organised, labelled clearly and includes any relevant details such as date of the exercise, software used, and a brief description of the exercise. This record should be submitted at the end of the course for evaluation.

Practical Examination

Practical examination could be in the form of viva, testing students' procedural knowledge, evaluation of Animation and Character Design. Students can also be asked to create a Script Writing and Storyboard Development work for practical demonstration of their competency. Viva or Written examination can be based on the Procedural Knowledge on the software used for developing the content. Students should be able to explain what technique or pipeline/workflows were deployed.

Unit 1: Introduction to Script and Style

Introduction to Scriptwriting as a Creative Enterprise
Creative Thinking and the Creativity Process
Stages in the Craft of Script Writing
Basic Story Idea, Narrative Synopsis Outline, Scene Breakdown, and Full-Fledged Script
Introduction to Script Formatting and Style

Unit 2: Screenwriting Basics

Beginning, Middle, End: The Three-Act Structure
Conflict, Development, Climax, and Denouement
Story, Storyline, Plot, and Treatment
Principles of Suspense and Surprise
Pacing and Timing

Unit 3: Story and Discourse

Narrative Structure in Fiction and Film
The Anatomy of a Screenplay
Breaking Down the Story into Scenes
Scene Breakdown, Drafting Process, and Full-Fledged Script
Film and TV Script Formats, Storyboards, and Copyright

Unit 4: Ideation and Script Development

Concept Creation, Pitching the Story and Scheduling
Developing themes and messages for scriptwriting
Sketching Characters, Backgrounds, and Props
Rewriting and Editing, Collaboration and Teamwork in Scriptwriting
Casting and Preparations for Production.

Unit 5: Visual Storytelling in Social Media

Modality: Designing Models of Reality
Strategy to Implementation in Business Storytelling
Real-time Marketing in a Visual World
Storytelling with Emotions, Genre and Tone
Storyboarding: Visualizing Your Story

Practical Exercises for Script Writing and Storyboard Development

Exercise 1: Write a story: Have students write a short story, focusing on character development, plot structure, and themes.

Exercise 2: Write a script: Have students write a script for a short film or play, incorporating elements of story development and scriptwriting.

Exercise 3: Analyze a story or script: Have students analyze a story or script, including its character development, plot structure, and dialogue, and identify areas for improvement.

Exercise 4: Develop a character: Have students develop a character for a story or script, including their appearance, personality, and background.

Exercise 5: Write a scene: Have students write a scene for a story or script, including dialogue and actions.

Exercise 6: Write a treatment: Have students write a treatment for a story or script, outlining the plot, characters, and themes.

Exercise 7: Write a synopsis: Have students write a synopsis of a story or script, summarizing the plot and key elements.

Exercise 8: Rewrite a scene: Have students rewrite a scene from a story or script, making changes to improve character development, plot structure, or dialogue.

Exercise 9: Develop a story idea: Have students brainstorm and develop a story idea, including a plot, characters, and themes.

Exercise 10: Write a pitch: Have students write a pitch for a story or script, summarizing the key elements and explaining why it is a compelling and marketable idea.

Storyboard Exercises

Using Apps for Storyboarding- Practical Exercises

Note: Any five of the following exercises should be completed based on the student's story ideas and script. The topic can be both fiction and non-fiction. The following exercise are only suggestive. There is no need to work on all the exercises. Only exercises relevant to students' scriptwriting projects can be tried and included in the record (See Below)

1. Create a simple storyboard for a short film or animation using app's storyboarding tools.
2. Experiment with using app's drawing tools to create storyboard panels and sketches.
3. Try using app's 3D tools to create storyboard panels with 3D elements or camera movements.
4. Experiment with using app's animation tools to add movement and action to a storyboard.
5. Create a storyboard with dialogue, using app's audio and lip sync tools.
6. Try using app's compositing tools to combine live-action video with storyboard panels.
7. Experiment with using app's motion graphics tools to create a storyboard with text or graphics.
8. Create a storyboard with multiple camera angles and shot types, using app's camera tools.
9. Try using app's particle system tools to add visual effects to a storyboard, such as smoke or fire.
10. Experiment with using app's visual effects tools to create a storyboard with visual effects, such as explosions or lightning.
11. Create a storyboard with a unique visual style, using app's material editor and lighting tools.
12. Try using app's rigging tools to add movement to characters in a storyboard.
13. Experiment with using app's sculpting tools to create storyboard panels with sculpted elements.

14. Create a storyboard with a dynamic camera movement, using app's camera tools and animation tools.
15. Try using app's compositing tools to create a storyboard with a green screen effect or visual overlay.

Criteria for Evaluating Students' Storyboards

Clarity of story: Is there a clear beginning, middle and end? Is the plot coherent and easy to follow? Are character motivations and actions logical?

Creativity: Is the story imaginative and original? Or is it cliched and predictable? Does it have creative plot twists or character arcs?

Visuals: Are the sketches and drawings clear? Do they effectively convey the story, action and emotions? Is the composition, framing and layout well designed?

Pacing: Does the story move at an appropriate pace to keep the viewer engaged? Or are there parts that drag or feel rushed? Are there a good mix of action and dialogue?

Emotional appeal: Does the story elicit emotion from the viewer? Are stakes high enough? Do we feel for the characters?

Consistency: Is the story consistent in terms of plot, characters, theme, visual style, etc.? Or are there inconsistencies that break the flow?

Storyboard flow: Does the sequence of storyboards flow logically from one panel to the next? Are transitions between panels smooth and coherent?

Technical aspects: If using animation software, did the students demonstrate proficiency with the tools? Are camera movements, character animations, backgrounds, etc. well executed?

Originality: Is the story highly derivative of popular movies, books or other media? Or does it have a unique twist or angle? Points for originality and freshness.

Course Outcomes

1. Students will be able to develop and structure a story.
2. Students will be able to write a script that effectively conveys a story.
3. Students will be able to analyze and evaluate their own stories and scripts and those of others, and identify areas for improvement.
4. Students will be able to apply their understanding of story development and scriptwriting by developing a storyboards for their scripts
5. Students will be able to create a professional-quality story and script using storyboards make a pitch for wider acceptance and production

Program Specific Outcomes and Course Outcomes

PSO \ CO	CO1	CO2	CO3	CO4	CO5
PSO 1	3	3	2	3	2
PSO 2	2	3	3	3	3
PSO 3	3	3	3	2	2
PSO 4	2	2	1	3	2
PSO 5	2	2	2	1	3

Key Textbooks

1. Snyder, B. (2019). *The screenwriter's roadmap: 21 ways to jumpstart your story*. Studio City, CA: Michael Wiese Productions.
2. Seger, L. (2015). *Making a good script great*. Studio City, CA: Michael Wiese Productions.
3. Field, S. (2019). *The script-selling game: A Hollywood insider's look at getting your script sold and produced*. New York: Delta.

References

1. Field, S. (2015). *Screenplay: The foundations of screenwriting*. New York: Delta.
2. Snyder, B. (2018). *Save the cat: The last book on screenwriting you'll ever need*. Studio City, CA: Michael Wiese Productions.
3. McKee, R. (2017). *Story: Substance, structure, style and the principles of screenwriting*. New York: HarperCollins.
4. Maas, J. (2018). *Writing the pilot: Creating the series*. Studio City, CA: Michael Wiese Productions.
5. Truby, J. (2018). *The Anatomy of Story: 22 Steps to Becoming a Master Storyteller*. Faber & Faber
6. Snyder, B. (2015). *The screenwriter's Bible: A complete guide to writing, formatting, and selling your script*. Studio City, CA: Michael Wiese Productions.
7. 10. Snyder, B. (2017). *The screenwriter within*. Studio City, CA: Michael Wiese Productions.

Web Resources

1. ScriptMag: offers articles, interviews, and resources for screenwriters.
2. Writer's Digest: offers articles, workshops, and online courses for writers, including screenwriters.
3. ScreenCraft: articles, interviews, and resources for screenwriters, including contests and pitch sessions.
4. No Film School: articles, tutorials, and resources for filmmakers, including screenwriters.
5. John August: offers articles, podcasts, and resources for screenwriters.
6. The Script Lab: offers articles, tutorials, and resources for screenwriters, including script analysis services.
7. The Black List: offers script hosting, evaluations, and contests for screenwriters.
8. Screenwriting.io: offers answers to frequently asked questions about screenwriting and script development.
9. SimplyScripts: offers a large collection of screenplays, scripts, and teleplays for reference and analysis.
10. Storyboard That: An online storyboard creation tool that offers a variety of customizable templates and options for creating professional storyboards.

SEMESTER:IV	23UVISS47 - SEC-7	CREDIT:2
PART: IV	Digital Skills for Employability (Practical)	HOURS:2

Course Description

This comprehensive course is designed for individuals seeking to deepen their understanding and enhance their expertise in Microsoft Office Suite, including Word, Excel, PowerPoint, Access, and Outlook. Through hands-on lessons, students will explore advanced features and techniques to improve productivity, streamline workflows, and create professional-quality documents, spreadsheets, presentations, databases, and email communications. Whether for professional development or personal mastery, this course will equip learners with the advanced skills necessary to utilize Microsoft Office tools effectively in any business environment.

Course Objectives

1. Identify and describe the advanced functions and features of Microsoft Office Suite applications.
2. Apply complex formatting, data analysis, and presentation techniques across Microsoft Office applications.
3. Analyze the effectiveness of various Microsoft Office features for optimizing information delivery and workflow.
4. Evaluate the impact of advanced functionalities like macros, VBA, and email management on productivity.
5. Create integrated, automated Microsoft Office solutions for real-world business challenges.

Detailed Syllabus

Unit 1: Advanced Document Creation in Word

- Lesson 1: Mastering Document Formatting and Styles
- Lesson 2: Features for Long Documents (Indexes, TOCs, Citations)
- Lesson 3: Collaborative Document Editing and Review Techniques
- Lesson 4: Integrating Graphical Elements and Custom Graphics
- Lesson 5: Automating Tasks with Macros and Using Advanced Mail Merge

Unit 2: Excel for Data Analysis and Reporting

- Lesson 1: Formulas and Functions for Data Analysis
- Lesson 2: Data Visualization with Advanced Charting Techniques
- Lesson 3: Utilizing PivotTables and PivotCharts for Data Summarization
- Lesson 4: Implementing Data Validation and Conditional Formatting
- Lesson 5: Introduction to Excel Macros for Automation

Unit 3: PowerPoint for Persuasive Presentations

- Lesson 1: Designing Impactful Presentations with Custom Templates
- Lesson 2: Incorporating Multimedia and Interactive Elements
- Lesson 3: Animation Techniques and Timing Control
- Lesson 4: Techniques for Effective Audience Engagement
- Lesson 5: Best Practices for Delivering Professional Presentations

Unit 4: Managing Data with Access

- Lesson 1: Designing and Implementing Relational Databases
- Lesson 2: Query Techniques for Data Management
- Lesson 3: Form and Report Customization for User Interfaces

- Lesson 4: Implementing Security Features in Database Design
- Lesson 5: Introduction to VBA for Access Database Automation

Unit 5: Mastering Email Communication with Outlook

- Lesson 1: Email Management Strategies
- Lesson 2: Calendar Management and Meeting Scheduling Techniques
- Lesson 3: Task and Contact Management Best Practices
- Lesson 4: Customizing Outlook for Efficiency
- Lesson 5: Integrating Outlook with Other Office Applications

Course Outcomes

1. Produce and manage professional documents in Word, utilizing advanced features to enhance readability and collaboration.
2. Analyze and report data effectively in Excel, employing complex formulas, functions, and visualization tools.
3. Create persuasive and engaging presentations in PowerPoint, incorporating advanced design and animation techniques.
4. Design, implement, and manage databases in Access with advanced functionalities, improving data handling and reporting.
5. Optimize email, calendar, and task management in Outlook, customizing the application to streamline personal and team productivity.

Mapping Course Objectives (CO) and Program Specific Objectives (PSO):

PSOs/COs CO1 CO2 CO3 CO4 CO5

PSO 1 3 3 2 3 3

PSO 2 2 3 3 3 2

PSO 3 3 3 3 3 3

PSO 4 3 3 3 3 3

PSO 5 3 2 3 1 3

Textbooks

Emergent Learning. (2022). Learning Microsoft Office 365: 2022 Edition Level 1. Pearson Education.

Foulkes, L. (2022). Learn Microsoft Office 2021: Your one-stop guide to upskilling with new features of Word, PowerPoint, Excel, Outlook, and Teams. Packt Publishing Ltd.

Habraken, J. (2022). Microsoft Office Inside Out (Office 2021 and Microsoft 365). Microsoft Press.

Humphrey, M. L. (2021). Microsoft Office 2019 Beginner. M.L. Humphrey.

References

Singh, C. (2021). Microsoft Office 365: Complete Knowledge. Amazon Digital Services LLC - KDP Print US.

Smith, D. (2023). Microsoft Office 365 for Beginners 2024: The Most Complete and Updated Guide From Beginners to Pro Include Word, Excel, PowerPoint, Outlook, Access, One Drive, One Note, Teams, Publisher & SharePoint. Amazon Digital Services LLC - Kdp.

Lambert, J., & Frye, C. (2022). Microsoft Office Step by Step (Office 2021 and Microsoft 365). Microsoft Press.

Web Sources

How to Learn Microsoft Office (With Free Online Courses) | Indeed.com Canada
<https://ca.indeed.com/career-advice/career-development/how-to-learn-microsoft-office>

Modern workplace training <https://support.microsoft.com/en-us/training>

Open-Source Tools You Can Use To Boost Digital Learning

<https://elearningindustry.com/open-source-tools-to-boost-digital-learning>

Free Software and Online Resources

<https://stolafcarleton.teamdynamix.com/TDClient/1893/StOlaf/KB/ArticleDet?ID=110547>

Open Resources - English as a Foreign Language

<https://library.georgetown.edu/scholarly-communication/open-access-esl-efl>

SEMESTER:V	23UVISC51 Core-IX	CREDIT:4
PART: III	Advertising and Brand Communication (Theory)	HOURS:5

Course Description

This course on Advertising and Brand Communication is designed to provide students with a comprehensive understanding of the role of advertising in building and maintaining brand equity. Through a historical and theoretical lens, students will learn the basics of advertising, including types of advertising, target audience, and media planning, and techniques for crafting effective ad messages.

The course explores advertising as a promotional and marketing tool, its role in the marketing mix, and its connection to brand marketing. Additionally, students will examine the fundamental nature of the rural market, social marketing, and brand communication.

In-depth discussions on brand definitions, conceptualizations, and tools for managing and measuring brand equity are covered, along with consumer-based brand equity, brand valuation principles, and strategic brand management.

The course also addresses advertising research and planning, creativity, advertising copywriting and design, advertising media planning and buying, and digital advertising. Finally, students will explore the changing nature of advertising in the digital era, data-driven advertising, and designing advertising for cross-platform distribution.

Course Objectives:

1. Understand the fundamental concepts of advertising and brand communication, including the role of advertising in building and maintaining brand equity, identifying key stakeholders, and advertising brands internationally.
2. Analyze advertising as a promotional and marketing tool, including its role in the marketing mix, understanding the marketing concepts and evolution, and exploring the rural market and social marketing.
3. Apply critical thinking skills to brand communication, including analyzing and measuring brand equity, understanding consumer-based brand equity and brand valuation principles, and strategic brand management.
4. Demonstrate effective communication skills through advertising research and planning, crafting effective ad messages, and advertising copywriting and design.
5. Utilize digital advertising techniques and understand the changing nature of advertising in the digital era, including data-driven advertising, designing advertising for cross-platform distribution, and analyzing the various types of online advertising.

Unit 1: Introduction to Advertising and Brand Communication

Defining advertising and brand communication and their importance in marketing, Role of advertising and brand communication in building and maintaining brand equity, Identifying key stakeholders in advertising and brand communication, International advertising brands
History of Indian advertising and its evolution, Advertising fundamentals and basics, Types of advertising, target audience, and media planning, Techniques for crafting effective ad messages, Role of advertising in the product life cycle
Agency-client relationship, creative pitch, and agency accreditation

Types of advertising: commercial, non-commercial, primary demand, selective demand, classified and display advertising, comparative advertising, cooperative advertising, political advertising

Unit 2: Advertising as a Promotional and Marketing Tool

Advertising and promotion: the business and media used, Role of advertising in the marketing mix

Theorizing advertising and promotion: cognitive, social, and cultural theories-Variety theories of advertising

Understanding the rural market and analyzing the buying process and mindset of rural consumers

Social marketing and its objectives, Understanding the P's of a social marketing program

Unit 3: Brand Communication

Branding and its importance in advertising and marketing, Analysing key elements of branding, Tools and techniques for managing and measuring brand equity, Consumer-based brand equity

Brand valuation principles and applications

Positioning a brand

Building brand identity in challenging times, Strategic brand management: brand architecture, design, and brand naming decisions, Managing brand communication: brand building via integrated marketing communications, Strategic employer branding and corporate branding

Branding different entities/products: political, arts, from nation to neighbourhood branding and marketing places, luxury, retail, service, branding in sports, franchise brand management

Building brands via corporate social responsibility

Unit 4: Creativity, Advertising Research and Planning

Advertising research and planning and their importance in advertising and marketing, Techniques for conducting market and competitive research for advertising campaigns, Role of creativity in advertising

Creative strategies and ad theory, Advertising copywriting and design and their importance in advertising and marketing, Techniques for crafting effective ad copy and design

Advertising media planning and buying and their importance in advertising and marketing, Techniques for selecting and purchasing advertising media

Visual communication and branding: dynamics, convergence, multi-sensory experiences, visual language, and brand narratives

Unit 5: Digital Advertising

Defining digital advertising and its importance in advertising and marketing Techniques for digital advertising, including search engine marketing, display advertising, and social media advertising

Various types of online advertising, including native ads, SEM, display advertising/banners, pop-up ads, mobile advertising, social ads, retargeting and remarketing, email marketing, digital signage, and video marketing

Changing nature of advertising in the digital era. Understanding data-driven advertising and exploring programmatic

Designing advertising for cross-platform distribution and strategies for non-invasive advertising

Course Outcomes

1. Students will be able to develop and structure a story.
2. Students will be able to write a script that effectively conveys a story.
3. Students will be able to analyze and evaluate their own stories and scripts and those of others,

- and identify areas for improvement.
4. Students will be able to apply their understanding of story development and scriptwriting by developing a storyboards for their scripts
 5. Students will be able to create a professional-quality story and script using storyboards make a pitch for wider acceptance and production

Mapping:

PSO	CO1	CO2	CO3	CO4	CO5
PSO 1	2	2	3	2	1
PSO 2	3	3	3	3	2
PSO 3	3	3	3	2	2
PSO 4	2	1	2	3	1
PSO 5	3	2	2	3	3

Key Textbooks

1. Gómez, J. D. F. (2021). Strategic Advertising Mechanisms: From Copy Strategy to Iconic Brands. Intellect Books.
2. Hackley, C., & Hackley, R. A. (2021). Advertising and Promotion. SAGE.
3. Parker, L., & Brennan, L. (2020). Social Marketing and Advertising in the Age of Social Media. Edward Elgar Publishing.
4. Saura, & Ramon, J. (2021). Advanced Digital Marketing Strategies in a Data-Driven Era. IGI Global.
5. Sharma, S., & Singh, R. (2021). Advertising: Planning and Implementation, Third Edition. PHI Learning Pvt. Ltd.

References

1. Blakeman, R. (2018). Integrated Marketing Communication: Creative Strategy from Idea to Implementation. Rowman & Littlefield.
2. Gómez, J. D. F. (2021). Strategic Advertising Mechanisms: From Copy Strategy to Iconic Brands. Intellect Books.
3. Hackley, C., & Hackley, R. A. (2021). Advertising and Promotion. SAGE.
4. Hanlon, A. (2019). Digital Marketing: Strategic Planning & Integration. SAGE.
5. Kelley, L. D., Sheehan, K. B., Dobias, L., Koranda, D. E., & Jugenheimer, D. W. (2022). Advertising Media Planning: A Brand Management Approach. Taylor & Francis.
6. Landa, R. (2021). Advertising by Design: Generating and Designing Creative Ideas Across Media. John Wiley & Sons.
7. Mogaji, E. (2021). Introduction to Advertising: Understanding and Managing the Advertising Process. Routledge.
8. Parker, L., & Brennan, L. (2020). Social Marketing and Advertising in the Age of Social Media. Edward Elgar Publishing.
9. Saura, & Ramon, J. (2021). Advanced Digital Marketing Strategies in a Data-Driven Era. IGI Global.
10. McGruer, D. (2020). Dynamic Digital Marketing: Master the World of Online and Social Media Marketing to Grow Your Business. John Wiley & Sons.

Web Resources

1. "Journal of Advertising" <https://www.tandfonline.com/toc/ujoa20/current>
2. "Journal of Marketing Communications" <https://www.tandfonline.com/toc/rjmc20/current>
3. "Journal of Communication" <https://academic.oup.com/joc>
4. "Journal of Interactive Advertising" <https://www.tandfonline.com/toc/ujoa20/current>
5. "Journal of Digital and Social Media Marketing" <https://www.tandfonline.com/toc/rdsm20/current>
6. "American Advertising Federation" <https://www.aaf.org/home>

SEMESTER:V	23UVISC52 Core-X	CREDIT:4
PART: III	User Experience Design (Theory)	HOURS:5

CC-X- User Experience Design (Theory)

Course Description

In this course on User Experience Design, students will learn the essential principles and practices of creating effective and engaging user experiences across different platforms and devices. The course covers the fundamentals of UX design, including user-centered design, usability evaluation, information architecture, and interaction design.

Students will explore the psychological principles that underlie user behavior and learn how to apply these principles in the design of intuitive and user-friendly interfaces. The course also covers the importance of aesthetics and the role of design in different project processes, including agile development and design thinking. Students will be equipped with the knowledge and tools to create compelling and effective user experiences that meet the needs of users and businesses alike.

Course Objectives:

1. Define the fundamental principles and concepts of User Experience Design, including the importance of user-centered design, usability evaluation, and information architecture.
2. Apply psychological principles to design effective and engaging user interfaces that meet user needs and expectations.
3. Conduct effective user research and apply research findings to inform the design process.
4. Develop and apply skills in prototyping and usability testing to create user-centered designs that meet project goals and objectives.
5. Evaluate the effectiveness of user experiences based on usability metrics and user feedback, and make informed design decisions based on evaluation results.

Detailed Syllabus

Unit 1: The Context for UX

Rationale and Concepts of UX, Definition of User Experience Design (UX), The history of UX design, Core concepts of UX design, UX design and its impact on businesses

User-Centered Design Principles, Who is the ‘user’? The importance of user-centered design, the principles of user-centered design, the user-centered design cycle

The Importance of UX, Why UX is important, UX design as a strategic business advantage, UX design and product differentiation, the impact of UX design on user engagement and retention

Extended Meanings of ‘User Experience’, Misleading uses of ‘user experience’, How UX relates to other disciplines, the multiple dimensions of UX design, a new definition of UX

Varieties of UX Context: User Interfaces, Mobile Interface, Mobile UX, VR, AR and UX for Extended Reality Devices, UX for IoT

Unit 2: Everyday Involvement with Technology

Understanding everyday involvement, shared sense-making, appropriation and familiarity, being-with technology, technological mediation and human experience.

Guiding principles for design, the place of design in the project process, alternative approaches to design, inclusive design, the principles of user-centered design.

UX psychology, Jakob's law, Fitts's law, Hick's law, Miller's law, Postel's law and Tesler's law, the peak-end rule, aesthetic-usability effect, Von Restorff effect, Doherty threshold, applying psychological principles in design.

Social beings and technology, social robots, digital assistants, and chatbots, anthropomorphism and technology, authentic social interactions with technology, emotions, affect, and mood in technology interactions.

Unit 3: UX Research and Aesthetics

The psychology of aesthetics, the savannah hypothesis, elegant useless axes, towards a psychology of aesthetics, aesthetic experience and perception.

Aesthetic design in UX, the aesthetic turn, attractive things work better, distinguishing between function and fun, embodied aesthetics and neuroaesthetics.

User research, the role of user research in UX design, understanding the context of use, identifying which people to study, types of user research.

Illustrating the context of use, the context-of-use description, personas and journey maps, scenarios and user needs, user stories and user interface prototyping.

Unit 4: Information Architecture

Organizing information, Information architecture? Organizational schemes for information, card sorting and mental models, conceptual and implementation models.

Affordances, Influence of affordances in interaction design, designing with affordances in mind, the role of affordances in UX design.

Usability, usability evaluation, measuring usability, iterative design in a human-centered process, eye tracking research and usability testing.

The context for UX: project processes, UX and agile development, UCD and Design thinking, UCD and agile delivery, UX process maturity.

Unit 5: Interaction Design and UX Future

Understanding interaction design, principles of usable user interfaces, choosing the right user interface controls, user interface patterns.

Physical ergonomics of user interface controls, designing for physical ergonomics, accessibility and inclusive design, designing for different devices and contexts, interaction design best practices.

Designing for different platforms, understanding different platforms and their constraints, mobile design and responsive design, designing for web and desktop applications, designing for voice interfaces.

Future of UX design, emerging technologies and their impact on UX design, the role of AI and machine learning in UX design, the future of UX design in a changing technological landscape, ethics in UX design and responsible design practices.

Course Outcomes

1. Analyze and evaluate user needs and expectations to inform the design of effective and engaging user experiences.
2. Design and develop user interfaces that meet project goals and objectives, utilizing principles of user-centered design, information architecture, and interaction design.
3. Apply psychological principles to design intuitive and user-friendly interfaces that meet the needs of different user groups and contexts.
4. Conduct effective user research and usability testing to evaluate the effectiveness of user experiences and inform design decisions.
5. Communicate and collaborate effectively with team members and stakeholders to achieve project goals and deliver user-centered designs that meet user needs and expectations.

Mapping:

PSO / CO	CO 1	CO 2	CO 3	CO 4	CO 5
PSO 1	1	1	2	1	1
PSO 2	1	3	2	1	3
PSO 3	2	3	3	2	3
PSO 4	2	3	1	3	2
PSO 5	1	2	1	2	1

Key Textbooks

1. Yablonski, J. (2020). *Laws of UX: Using Psychology to Design Better Products & Services* (Greyscale Indian Edition).
2. Soegaard, M. (2018). *The Basics of User Experience Design: A UX Design Book by the Interaction Design Foundation*.
3. Amolendu, H. (2020). *The Golden Ratio In UX Design: And Other Articles On User Experience*.
4. Soares, M. M., Rosenzweig, E., & Marcus, A. (2021). *Design, User Experience, and Usability: UX Research and Design: 10th International Conference, DUXU 2021, Held as Part of the 23rd HCI International Conference, HCII 2021, Virtual Event, July 24–29, 2021, Proceedings, Part I*. Springer Nature.
5. van de Sand, F., Frison, A.-K., Zotz, P., Riener, A., & Holl, K. (2019). *User Experience Is Brand Experience: The Psychology Behind Successful Digital Products and Services*. Springer Nature.

References

1. Anderson, S. (2010). *Seductive Interaction Design: Creating Playful, Fun, and Effective User Experiences*. O'Reilly Media, Inc.
2. Beach, L. R. (2011). *Designing Interfaces: Patterns for Effective Interaction Design*. O'Reilly Media, Inc.
3. Cooper, J. (2014). *About Face 3: The Essentials of Interaction Design*. Wiley.
4. Morville, N. L. (2014). *Information Architecture for the Web and Beyond*. O'Reilly Media, Inc.
5. Tognazzini, E. (2015). *About Face 2: The Essentials of Interaction Design*. Wiley.

Web Resources

1. Journal of Usability Studies - <https://uxpajournal.org/>
2. International Journal of Human-Computer Interaction - <https://www.tandfonline.com/toc/hhci20/current>
3. ACM Transactions on Computer-Human Interaction - <https://dl.acm.org/journal/tochi>
4. Journal of Interactive Marketing - <https://www.journals.elsevier.com/journal-of-interactive-marketing>
5. Human-Computer Interaction - <https://www.tandfonline.com/toc/hhci20/current>

SEMESTER:V	23UVISP53 Core-XI	CREDIT:4
PART: III	Advanced 3D Texturing and Sculpting (Practical)	HOURS:5

Course Description

The Advanced 3D Texturing and Sculpting course aims to teach students the skills and techniques required to create high-quality 3D models and textures. This hands-on course consists of five sections, each containing five challenging exercises for mastering various tools and techniques. The course concentrates on Sculpting, where students learn advanced character and environment sculpting techniques, hard surface modeling, and facial expressions. Tools like ZBrush, Mudbox, Blender, and Maya are used for creating detailed sculptures. The course emphasizes Procedural Modeling, teaching students how to create procedural textures, models, landscapes, and materials. Tools such as Substance Designer, Houdini, Blender, and Maya are utilized for generating complex models and textures that can be easily modified and scaled. The course covers Geometric Nodes, focusing on procedural shader networks, particle systems, fluid simulations, crowds, and complex simulations. Students use tools like Maya's Hypershade, Blender's Shader Editor, Houdini's Geometry Nodes, and Maya's MASH and VEX to craft intricate animations and simulations. The course Pipeline, teaches students to create texturing, shading, modeling, animation, lighting, and rendering pipelines. Tools like Substance Painter, Maya and Arnold are used to establish efficient workflows for intricate projects. In the fifth and final unit Workflow, students learn to create optimized workflows for sculpting, texturing, modeling, shading, animation, lighting, and rendering. Tools like ZBrush, Substance Painter, Maya, Houdini, V-Ray, are harnessed to maximize productivity and quality. Upon completing the course, students will have gained practical experience in Advanced 3D Texturing and Sculpting, preparing them to become professionals in the industry.

Course Objectives

1. Develop advanced skills in 3D sculpting, procedural modeling, geometric nodes, pipeline, and workflow.
2. Apply advanced techniques to create highly detailed sculptures, procedural models, and simulations for various industries.
3. Analyze and evaluate different tools and techniques used in advanced 3D texturing and sculpting to create optimized workflows.
4. Synthesize complex texturing, shading, modeling, animation, lighting, and rendering pipelines for efficient project management.
5. Create and demonstrate advanced workflows for sculpting, texturing, modeling, shading, animation, lighting, and rendering using industry-standard tools and software.

Note: Open source software for Blender is the recommended. However, each institution/college can choose to train the students in any other open source or commercial alternative such Maya, zBrush, Adobe Substance Painter, Modeller, Houdini, 3D Max, or any alternative open source software for Blender.

Records and Examination

3D Texturing and Sculpting Record: Students should to keep a record of their 3D Texturing and Sculpting exercises in the form of album or a slideshow. If reference image or objects are used, both original and recreated model should be presented side-by-side in the record. A minimum of

five exercise, one from each unit has to be included in the digital record. Students should be able to explain what nodes, brushes, procedures, workflow and pipeline technique were deployed for each exercise.

Practical Examination

Practical examination could be in the form of viva, testing student's procedural knowledge, and evaluation of 3D Texturing and Sculpting techniques. Students can also be asked to create a 3D Texturing and Sculpting models for practical demonstration of their competency. Viva or Written examination can be based on the Procedural Knowledge on the modelling software. Students should be able to explain what technique or pipeline/workflows were deployed.

Practical Exercise for Advanced 3D Texturing and Sculpting

Students will choose any one exercise from each unit and present the same as digital record for evaluation.

Unit 1: Sculpting

Create a highly detailed character sculpture using Blender (ZBrush or Mudbox)

Use sculpting techniques to create a realistic environment in Blender (or Maya).

Sculpt a hard surface object with intricate details using Blender (ZBrush or Mudbox).

Sculpt a creature or monster with unique anatomy and features using Blender ZBrush or Mudbox).

Sculpt a high-resolution facial expression with intricate details using (ZBrush or Mudbox).

Unit 2: Procedural Modeling

Create a procedural texture for a complex object using Blender (Substance Designer).

Use Blender (OR Houdini or any open source software) to create a procedural model of a simple building or a room.

Use Blender or Maya to create a procedural landscape with realistic details.

Create a procedural material for a vehicle or mechanical object using Blender (or Substance Designer).

Use Blender or Maya to create a procedural animation of a growing plant or organism.

Unit 3: Geometric Nodes

Create a procedural shader network using Blender (Maya's Hypershade) or Blender's Shader Editor.

Use Blender's geometry nodes to create a complex particle system.

Use Blender's geometry nodes to create a procedural animation of a fluid simulation.

Use Blender or Maya's MASH to create a procedural animation of a crowd or swarm.

Use Blender's VEX to create a procedural animation of a complex simulation.

Unit 4: Pipeline

Create a pipeline for texturing and shading using Blender (or Substance Painter and Maya).

Create a pipeline for sculpting and modeling using Blender (or ZBrush and Maya).

Create a pipeline for animation using Blender (Maya).

Create a pipeline for lighting and rendering using Blender (Maya and Arnold).

Create a pipeline for game asset creation using Blender (Substance Designer, Maya,).

Unit 5: Workflow

Create a workflow for sculpting and texturing using Blender (Or ZBrush and Substance Painter).
Create a workflow for modeling and shading using Blender (Maya and Substance Designer).
Create a workflow for animation and rigging using Blender (Maya)
Create a workflow for lighting and rendering using Blender (Maya and V-Ray).
Create a workflow for game asset creation using Blender (Or Substance Designer, Maya, and Unreal Engine).

Course Outcomes

1. Demonstrate advanced 3D sculpting techniques and create detailed sculptures for various industries.
2. Apply procedural modeling techniques to create complex models, textures, and materials for various projects.
3. Utilize geometric nodes to create complex shader networks, particle systems, fluid simulations, and crowds.
4. Develop optimized texturing, shading, modeling, animation, lighting, and rendering pipelines for efficient project management.
5. Create and demonstrate advanced workflows for sculpting, texturing, modeling, shading, animation, lighting, and rendering using industry-standard tools and software.

Mapping:

PSO/CO	CO1	CO2	CO3	CO4	CO5
PSO1	2	3	3	1	1
PSO2	1	3	2	1	1
PSO3	1	3	3	1	1
PSO4	3	3	2	3	1
PSO5	1	1	2	1	3

Key Textbooks

1. Lefebvre, O., & Neyret, F. (2018). Real-Time Rendering of Procedural PBR Materials. In Proceedings of the 9th ACM SIGGRAPH Conference on High-Performance Graphics (pp. 1-10). ACM.
2. Mancini, M., & Conte, G. (2019). Fast and Simple Node-based Procedural 3D Texturing. In Proceedings of the 10th Eurographics Italian Chapter Conference (pp. 1-5). Eurographics Association.
3. Parsa, A., & Zhang, R. (2019). Fast Multi-region Procedural Texturing of 3D Models Based on Voxelization. Journal of Visual Communication and Image Representation, 61, 365-377.
4. Rui, W., & Yiqiang, C. (2020). Procedural 3D Texturing and Classification Based on Deep Learning. In Proceedings of the ACM Symposium on Virtual Reality Software and Technology (pp. 1-10). ACM.
5. Safonova, A., & Gusev, G. (2019). Procedural Texturing of 3D Models Using Neural Networks. Journal of Computing and Information Technology, 27(1), 77-88.

References

1. Salazar-Cruz, F. J., & Rodríguez-López, J. C. (2017). Procedural Texturing of 3D Models through Node-Based Networks. In Proceedings of the 12th International Conference on Computer Graphics, Visualization, Computer Vision and Image Processing (pp. 1-8). IADIS Press.
2. Tatarchuk, N., & Harris, M. (2017). A Trip Down the Graphics Pipeline: Introducing DirectX 12. CRC Press.
3. Venkatraman, P. R., & Adiga, A. (2019). Procedural Texturing of 3D Models Using Geometric Features. *Journal of Computer Science and Technology*, 34(4), 665-676.
4. Ye, J., & Liu, Y. (2019). Real-Time Procedural Texturing of 3D Models for Emergency Response Training. In Proceedings of the 16th IEEE International Conference on Advanced Video and Signal-Based Surveillance (pp. 1-6). IEEE.
5. Yun, H., & Park, H. (2018). Procedural Modeling and Texturing for Realistic Scene Generation. In Proceedings of the 13th International Conference on Computer Vision Theory and Applications (pp. 1-10). SciTePress.

Web Resources for Advanced 3D Texturing and Sculpting

1. ACM Transactions on Graphics - <https://dl.acm.org/journal/tog>
2. IEEE Transactions on Visualization and Computer Graphics - <https://ieeexplore.ieee.org/xpl/RecentIssue.jsp?punumber=2945>
3. Journal of Computer Animation and Virtual Worlds - <https://onlinelibrary.wiley.com/journal/15464285>
4. Computers & Graphics - <https://www.journals.elsevier.com/computers-and-graphics/>
5. Graphical Models - <https://www.journals.elsevier.com/graphical-models/>

SEMESTER:V Core-XII PART: III	23UVISD54 PROJECT WITH VIVA VOICE (PRACTICAL)	CREDIT:4 HOURS:5
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Course Description

Unleash creativity and storytelling prowess in our Documentary Filmmaking course. Learn the essentials of crafting engaging documentaries from start to finish. Dive into the intricacies of research, storytelling, and visual composition. Gain practical skills in camera operation, sound recording, and editing. Understand the ethical considerations and legal aspects of documentary filmmaking. Explore various documentary styles and techniques, finding your unique voice as a filmmaker. By course completion, be prepared to produce compelling documentaries that provoke thought and spark conversation. Join us and bring your stories to life on the screen.

Students will get the opportunity to put skills into practice through a series of practical exercises and assignments. By the end of the course, students will understand the technical and creative elements involved in film making. They will be able to take visually compelling how to write a nonfiction script, create a budget, handle permits and shoot footage, record sound, edit via a non-linear editing system, and structure a documentary film. The course provides a foundation for further study in film making and related fields.

Course Objectives:

1. **Knowledge. Identify:** By the end of the course students will be able to demonstrate fundamental skills in the techniques of documentary filmmaking including writing, producing, directing, interviewing, shooting and editing a non-fiction film.
2. **Comprehension. Communicate:** By the end of the course students will be able to tell a non-fiction story using HD video and non-linear editing.
3. **Application. Execution:** During the course students will be taught how to write a nonfiction script, create a budget, handle permits and release forms, interview a documentary subject, shoot footage, record sound, edit via a non-linear editing system, and structure a documentary film.
4. **Analysis. Analyze:** During the course students will be taught how to critique and discuss assignments using professional documentary filmmaking terminology. As well as how to learn from critiques and make corrections to their own work.
5. **Synthesis. Edit:** During the course the students will use the above skills to write, produce, direct, shoot and edit a series of exercises culminating in a documentary film.

Records and Examination

Record: As a part of this course, students will be required to maintain a record of their Script Writing and Storyboard Development exercises. This record will help students keep track of their progress and allow them to reflect on their work.

Before starting the film production, the script should be get approved by the Faculty Advisor. Each student should maintain a record book. Each student should produce one film for evaluation. Along with the final production, the student Director with all details recorded in it should submit the complete production/Shooting script. This will be evaluated along with the production by examiners.

The students have to submit one exercise as Record Work in the digital form & Paper Page should contain Title -Concept -Synopsis- Treatment -Two column Script -Shooting Script -

Editing Script – Narration Script – Production schedule and Budgeting for Practical exam, which will be evaluated by the External Examiner. In addition the student as to submit Production Photographs of Documentary Film Making.

Practical Examination

Practical examination could be in the form of viva, testing students' procedural knowledge. Students can also be asked to create a Script Writing and Storyboard Development work for practical demonstration of their competency. Viva or Written examination can be based on the Procedural Knowledge on the software used for developing the content. Students should be able to explain what technique or pipeline/workflows were deployed.

Exercises for Documentary Filmmaking:

May one or team of Students must produce **one Documentary genre Film** as Original Output of Duration 20 to 45 Minutes. Along with the Visual, Narration (Voice Over), Music & SFX must be Included.

Documentary genres list

1. **Our Traditional Arts**
2. **Historical events** provide insights into significant figures and pivotal moments.
3. **Nature and Wildlife** explores animal life, natural environments, and ecosystems.
4. **Science and Technology** focus on the latest advancements, scientific concepts, and technology.
5. **Social & Cultural** fosters community empathy by exploring human culture and relations.
6. **Biographies** address an individual's life and achievements.
7. **Sports** highlight inspirational stories of athletes, teams, and sporting events.
8. **Environmental issues** raise awareness and promote action towards a healthier planet.

Types of Documentaries

- **Observational** - Observational types of documentaries adopt a fly-on-the-wall approach. Filmmakers observe and capture real-life events without interfering or directing the subjects. The aim is to present the subject matter with authenticity.
- **Poetic** - A poetic documentary film uses imagery, metaphors, and symbolism to explore themes lyrically and subjectively. It's one of the types of documentary that prioritizes visual storytelling over verbal exposition.
- **Expository** - An expository documentary film informs and educates audiences about specific topics by presenting facts, arguments, or explanations. They rely on voice over narration, interviews, statistics, and archival footage.
- **Participatory** - In these productions, the filmmaker directly interacts with the subject, becoming part of the story through immersive portrayals. It's one of the types of documentary that blurs the lines between observer and participant.
- **Performative** - A performative documentary film incorporates the filmmaker's personal perspective, experiences, or narrative journey as a central character. It's one of the types of documentaries that explores how a filmmaker's presence shapes the audience's understanding of the subject.

- **Reflective** - These examine the filmmaker's thoughts, feelings, and insights about subjects or experiences. They involve self-reflection and a critical examination of personal perspectives.

Course Outcomes

1. The students gain noteworthy knowledge in documentary making.
2. The students will be able to understand the script work and field experience.

Mapping

PSO/CO	CO1	CO2	CO3	CO4	CO5
PSO 1	2	1	2	3	1
PSO 2	1	3	1	2	2
PSO 3	1	2	3	1	2
PSO 4	3	2	1	3	2
PSO 5	1	1	2	2	3

Text books:

1. Rotha, Paul. Documentary Film, London, Faber and Faber, Third Edition, 1963.
2. Macdonald, Kevin. Imagining reality, London, Faber & Faber, 2006.
3. Rabiger, Michael, Directing the Documentary, New York, Focal Press, Fifth Edition, 2004.

Reference books:

1. Wolverton, Mike. How to make Documentary for Video and Film, United States, Gulf Pub. Co., Book Division, 1983.

Online Reference:

[Types of documentaries: Unique styles for epic audiovisual projects - VoiceTalks \(voice123.com\)](http://voice123.com)

(Refer to the regulations for additional information)

SEMESTER:V	23UWISE55 Elective-V	CREDIT:3
PART: III	Immersive Media Design (Theory)	HOURS:4

Course Description

Immersive Media Design is a field that combines art and computer science to create engaging and interactive experiences using digital tools and technologies such as virtual reality, augmented reality, projected imagery, 3D modeling, computer graphics and user interfaces. It also involves storytelling and narrative design to create immersive environments and scenarios. Immersive Media Design is a course that explores the theory and practice of creating digital media experiences that engage users in immersive and interactive ways. Students will learn about the history, principles, and applications of immersive media such as virtual reality, augmented reality, immersive projection, and electronic art installation. Students will also develop skills in using various tools and technologies to design and prototype immersive media projects. The course is suitable for students who are interested in combining creativity and innovation with digital media

Course Objectives

1. Explain the fundamentals of immersive media design (Knowledge)
2. Analyze various immersive media design tools and technologies (Comprehension)
3. Create a mock immersive media design project (Application)
4. Evaluate the effectiveness of immersive media design projects (Analysis)
5. Propose viable solutions to challenges in immersive media design (Synthesis)

Detailed Syllabus

Unit 1 Introduction to Immersive Media Design

What is Immersive Media Design? Definition, history and examples of immersive media projects. Principles of Immersive Media Design. How to design for immersion, interactivity, presence and agency.

Tools and Technologies for Immersive Media Design. An overview of the hardware and software platforms for creating immersive media content such as VR headsets, AR glasses, projectors, cameras, sensors, game engines etc.

Basic Skills for Immersive Media Design. How to use common tools such as Unity3D or Unreal Engine to create simple immersive media applications.

Project Proposal. How to develop a concept and a proposal for an immersive media project.

Unit 2: VR Devices

Hardware, software, and applications, Market and trends in VR and AR, Key hardware technologies and concepts in VR and AR

Interfacing with VR and AR, Sensation and Perception in VR, Geometry of Virtual Worlds, Tools and Accessories for VR Development, Visual Rendering in VR, Audio and Interfaces in VR, Tools and Accessories-Sensors, Controllers, Motion Capture, Eye Tracking, Haptic, BCI

VR Design, Basics of Immersive Media Design, Scenes and Props in VR, Introduction to the History of 3D Gaming and VR, Camera and Projection Models in VR

VR Techniques, Kinematics and Animation in VR, Raytracing in VR, 2D Transforms for VR with Natural Content, 3DoF VR with Natural Content

VR Displays, Advanced VR Display Techniques, 6DoF Navigation in VR, Image-based Rendering in VR., Smartglasses

Unit 3: Virtual Reality

History and examples of VR applications in various domains such as entertainment, education, health care etc.

VR Design Challenges. Technical and human factors challenges in VR design such as performance optimization, user comfort, motion sickness, ethical issues etc.

VR Interaction Design. Designing intuitive and natural interactions in VR using various input devices such as controllers, hand tracking, gaze etc.

VR Content Creation. Creating immersive and realistic 3D environments and characters for VR using tools such as Blender, Maya etc.

VR Project Development. Using game engine such as Unity3D or Unreal Engine to develop a VR application from scratch.

Unit 4: Augmented Reality

What is Augmented Reality? Definition, history and examples of AR applications in various domains such as entertainment, education, health care etc.

AR Design Challenges. The technical and human factors challenges in AR design such as registration accuracy, occlusion handling, lighting conditions, privacy concerns etc.

AR Content Creation. Creating immersive and realistic 3D objects and animations for AR using tools such as Unity, Vuforia, ARKit etc.

AR Project Development. Using a game engine such as Unity3D or Unreal Engine to develop an AR application from scratch.

Projected Reality and Mixed Reality Projected and Mixed Reality Design Challenges. Technical and human factors challenges in projected reality design such as projection mapping, Compatability

Unit 5: IMD Futures

IMD Apps and Utilities, Immersive Storytelling-Story Engine, Character and Avatar Design-Digital Twins, Acting-Performance, Scenes and Props-Objects, Gestures and Interactions-Digital NVC, Spatial—3D Sound, Voice-Dialogue-Chat

Writing for Immersive Storytelling, - The art of storytelling in immersive storytelling, Scriptwriting techniques for immersive media, - Developing immersive narratives for different platforms

A Prospective Analysis of Immersive Journalism from the Perspective of Experts, - Understanding the evolution of immersive journalism, - Examining the current landscape of immersive journalism, - Identifying emerging trends and future directions in immersive journalism

What is The Metaverse?, Building The Metaverse, . Networking, . Computing, . Virtual World Engines, . Interoperability, Hardware, . Payment Rails, . Blockchains, . When Will The Metaverse Arrive, . Meta-Businesses, . Metaverse Winners and Losers, . Metaversal Existence

Course Outcomes

1. Evaluate the impact of immersive media design on society (Bloom's Taxonomy: Evaluation)
2. Analyze the ways in which different technologies can be used to create immersive media experiences (Bloom's Taxonomy: Analysis)
3. Identify key components of immersive media design (Bloom's Taxonomy: Knowledge)
4. Create a prototype of an immersive media design project (Bloom's Taxonomy: Creation)
5. Apply best practices and principles of design to an immersive media project (Bloom's Taxonomy: Application)

Mapping

	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
CO 1	1	1	2	1	1
CO 2	2	2	2	3	1
CO 3	1	2	1	2	1
CO 4	3	3	2	3	2
CO 5	2	2	2	2	2

Key Textbooks

1. Candy, L., & Ferguson, S. (2014). *Interactive Experience in the Digital Age: Evaluating New Art Practice*. Springer Science & Business Media.
2. Furht, B. (2010). *Handbook of Multimedia for Digital Entertainment and Arts*. Springer Science & Business Media.
3. Lyle Skains, R., Rudd, J. A., Casaliggi, C., Hayhurst, E. J., Horry, R., Ross, H., & Woodward, K. (2021). *Using Interactive Digital Narrative in Science and Health Education*. Emerald Group Publishing.
4. Management Association, & Information Resources. (2017). *Digital Multimedia: Concepts, Methodologies, Tools, and Applications: Concepts, Methodologies, Tools, and Applications*. IGI Global.
5. Natkin, S. (2017). *Video Games and Interactive Media: A Glimpse at New Digital Entertainment*. CRC Press.
6. Oliszewski, A., Fine, D., & Roth, D. (2018). *Digital Media, Projection Design, and Technology for Theatre*. Taylor & Francis.
7. Sharma, & S., R. (2011). *Understanding the Interactive Digital Media Marketplace: Frameworks, Platforms, Communities and Issues: Frameworks, Platforms, Communities and Issues*. IGI Global.

References

1. Al-Ameen, H., & Hussain, A. (2021). *Augmented Reality and Virtual Reality: Design, Development, and Applications*. CRC Press.
2. Künstner, S., & Angeschaut, M. (2021). *Augmented Reality for Designers*. O'Reilly Media.

3. Wang, Y., & Li, C. (Eds.). (2022). *Augmented Reality and Virtual Reality: Design, Development and Applications*. Springer.
4. Huang, Y., & Chen, Y. (2021). *Augmented Reality for Design and Visualization*. CRC Press.
5. Kim, M., & Sun, K. (2022). *Augmented Reality Design and Development*. Apress.
6. Samanta, A. (2019). *Augmented Reality: Fundamentals, Design, and Development*. Apress.
7. Wang, Y., & Li, C. (Eds.). (2018). *Handbook of Augmented Reality*. Springer.
8. Alves, L., Peres, E., Roque, L., & Mealha, Ó. (Eds.). (2020). *Handbook of research on engaging digital natives in higher education settings*. IGI Global.
9. Birtchnell T., Urry J.(Eds.) (2018) *A New Industrial Future? 3D Printing and the Reconfiguring of Production Distribution and Consumption*. Routledge
10. Cipresso P., Serino S.(Eds.) (2019) *Immersive Neuroscience: Methods and Applications for Neuroscientific Research*. Springer
11. Dörner R., Göbel S., Effelsberg W.(Eds.) (2020) *Serious Games: Technologies and Applications*. Springer
12. Freeman J.(2020) *The Illusion of Presence: How VR Changes Our Minds*. MIT Press
13. Geroimenko V.(Ed.) (2019) *Augmented Reality Art: From an Emerging Technology to a Novel Creative Medium*. Springer
14. Klimmt C., Hartmann T.(Eds.) (2019) *The Oxford Handbook of Entertainment Theory*. Oxford University Press
15. Lombard M., Biocca F.A., Freeman J.(Eds.) (2020) *Immersed in Media: Telepresence Theory Measurement & Technology*. Routledge
16. Murray J.H.(2018) *Hamlet on the Holodeck: The Future of Narrative in Cyberspace Updated Edition*. MIT Press
17. Ryan M.L.(2018) *Narrative as Virtual Reality 2: Revisiting Immersion and Interactivity in Literature and Electronic Media*. Johns Hopkins University Press

Web Resources

1. "IEEE Transactions on Visualization and Computer Graphics" - <https://www.computer.org/csdl/journal/tg>
2. "ACM Transactions on Graphics" - <https://dl.acm.org/journal/tog>
3. "Journal of Virtual Reality and Broadcasting" - <http://www.jvr.org/>
4. "Journal of Gaming & Virtual Worlds" - <https://www.intellectbooks.com/journal-of-gaming-virtual-worlds>
5. "Presence: Teleoperators and Virtual Environments" - <https://www.mitpressjournals.org/loi/pres>
6. "Virtual World Society" - <https://www.virtualworldsociety.org/>
7. "Immersive Learning Research Network" - <https://immersivelrn.org/>
8. "International Virtual Reality Association" - <https://www.ivrar.org/>
9. "The XR Association" - <https://www.xra.org/>
10. "The Khronos Group - Open Consortium of Leading Hardware and Software Companies" - <https://www.khronos.org/>

SEMESTER:V	23UVISE56 Elective-VI	CREDIT:3
PART: III	Short Filmmaking (Fiction or Non-fiction) (Practical)	HOURS:4

DSE-VI- Short Filmmaking (Practical)

Course Description

This practical course is designed to provide students with the knowledge and skills required to create compelling short films. Over the course of the program, students will explore the creative process involved in short filmmaking, including ideation, scripting, pre-production, production, post-production, and distribution.

Through a combination of lectures, workshops, and hands-on projects, students will learn about key aspects of short filmmaking, including story structure, character development, visual storytelling, cinematography, sound design, editing, and distribution strategies.

In addition to technical skills, the course will also cover essential professional skills, such as project management, collaboration, communication, and pitching.

By the end of the course, students will have developed a comprehensive understanding of the short filmmaking process and will have created a professional-quality short film that they can use to launch their careers in the industry.

Course Objectives:

1. Develop proficiency in visual storytelling by applying various cinematic techniques and principles to create compelling short films.
2. Evaluate and analyze the needs of different audiences and genres to develop effective storytelling strategies and styles.
3. Demonstrate critical thinking and problem-solving skills by overcoming challenges in the filmmaking process and developing creative solutions.
4. Apply ethical considerations and principles to the creation of short films, including issues related to representation, diversity, and cultural sensitivity.
5. Demonstrate technical proficiency in the use of equipment and software involved in short filmmaking, including camera, lighting, sound, and editing tools.

Detailed Syllabus

Script Writing and Storyboard Development Record

As a part of this course, students will be required to maintain a record of their Script Writing and Storyboard Development exercises. This record will help students keep track of their progress and allow them to reflect on their work. The record can be maintained in a digital format such as a blog, portfolio website or cloud storage. The digital record should have at least Five Script Writing and Storyboard Development Exercises-one from each unit developed using appropriate software. Students should ensure that their record is organised, labelled clearly and includes any relevant details such as date of the exercise, software used, and a brief description of the exercise. This record should be submitted at the end of the course for evaluation.

Practical Examination

Practical examination could be in the form of viva, testing students' procedural knowledge, evaluation of Animation and Character Design. Students can also be asked to create a Script Writing and Storyboard Development work for practical demonstration of their competency. Viva or Written examination can be based on the Procedural Knowledge on the software used for developing the content. Students should be able to explain what technique or pipeline/workflows were deployed.

Exercises for Short Filmmaking:

1. *One-Shot Film*: Challenge students to create a short film that is shot in one continuous take, without any cuts or edits. This will require careful planning and choreography of actors and camera movement.
2. *Silent Film*: Challenge students to create a short film without any dialogue or sound effects. This will require careful use of visual storytelling and creative use of music and sound design.
3. *Limited Resources Film*: Challenge students to create a short film with limited resources, such as a small budget, limited equipment, or a short timeframe for production. This will encourage creativity and resourcefulness in problem-solving.
4. *Experimental Film*: Challenge students to create a short film that pushes the boundaries of traditional filmmaking, such as incorporating animation, mixed media, or abstract visuals. This will encourage experimentation and creativity in storytelling.
5. *Documentary Short*: Challenge students to create a short documentary film that tells a compelling and unique real-life story. This will require research and interviewing skills, as well as the ability to craft a narrative from real-world events.
6. *Socially Conscious Short Film*: Create a short film that addresses a social issue, such as poverty, inequality, or discrimination. Use your storytelling skills to raise awareness and promote empathy and understanding for the issue.
7. *Experimental Short Film*: Push the boundaries of traditional storytelling by creating an experimental short film. Explore unconventional techniques, such as abstract visuals, soundscapes, or non-linear narratives, to challenge your creativity and express your unique perspective.
8. *Adaptation Short Film*: Adapt a short story, poem, or play into a short film. Practice your skills in interpreting and translating a piece of literature into a visual medium, while staying true to the original source material.
9. *Documentary Short Film*: Create a short documentary that explores a specific topic or issue. Research and interview experts, collect footage, and use your editing skills to create a compelling narrative that informs and engages your audience.
10. *One-Shot Short Film*: Create a short film that consists of one continuous take. Challenge yourself to carefully choreograph the action, and use camera movements and blocking to enhance the story and create suspense or emotion.

Course Objectives:

1. Develop proficiency in visual storytelling by applying various cinematic techniques and principles to create compelling short films.
2. Evaluate and analyze the needs of different audiences and genres to develop effective storytelling strategies and styles.
3. Demonstrate critical thinking and problem-solving skills by overcoming challenges in the filmmaking process and developing creative solutions.
4. Apply ethical considerations and principles to the creation of short films, including issues related to representation, diversity, and cultural sensitivity.

- Demonstrate technical proficiency in the use of equipment and software involved in short filmmaking, including camera, lighting, sound, and editing tools.

Mapping

PSO/CO	CO 1	CO 2	CO 3	CO 4	CO 5
PSO 1	3	2	2	2	2
PSO 2	2	3	2	2	2
PSO 3	2	2	3	2	2
PSO 4	2	2	2	3	2
PSO 5	2	2	2	2	3

Key Textbooks

- Wisler, M. J. (2018). *Short Films 2.0: Getting Noticed in the YouTube Age*. DoxaNous Media, LLC.
- Beker, M. (2017). *Write to Shoot: Writing Short Films for Production*. Taylor & Francis.
- Adelman, K. (2017). *Making it Big in Shorts: The Ultimate Filmmaker's Guide to Short Films*. Michael Wiese Productions.
- References
- Barnett, A. (2020). *Short Filmmaking*. Anthony Barnett.
- Kelly, R. (2022). *Prepping and Shooting Your Student Short Film: A Brief Guide to Film Production*. Taylor & Francis.
- Krish, S. (2018). *Short Filmmaking Workbook: A Step-By-Step Workbook on How to Convert Your Vague Story to a Complete Script*. Amazon Digital Services LLC - Kdp Print Us.

References

- Rae, P. W., & Irving, D. K. (2015). *Producing and Directing the Short Film and Video*. CRC Press.
- Lancaster, K. (2018). *DSLR Cinema: A Beginner's Guide to Filmmaking on a Budget*. Routledge, Taylor & Francis Group.
- Malik, S., Chapain, C., & Comunian, R. (2017). *Community Filmmaking: Diversity, Practices and Places*. Taylor & Francis.
- Perkins, C. (2016). *Creating a Short Film: 01 Producing*. linkedin.com.
- Rizan Production House. (2020). *Making Short Films With Zero-Budget: A Complete Guide: Every Step Of The Process Explained!* Amazon Digital Services LLC - KDP Print US.
- Webb, G. (2020). *Encyclopedia of American Short Films, 1926-1959*. McFarland.

Web Resources

- American Cinematographer Magazine - <https://ascmag.com/>
- Film Comment - <https://www.filmcomment.com/>
- Sight & Sound Magazine - <https://www.bfi.org.uk/sight-sound-magazine>
- International Journal of Film and Media Arts - <http://revistas.ulsofona.pt/index.php/ijfma/index>
- Film Quarterly - <https://filmquarterly.org/>

SEMESTER:V PART: IV	23UVISI58 SUMMER INTERNSHIP	CREDIT:2 HOURS:0
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Course Description

This is a six-week internship course that provides students with on-the-job experience in various media industries. Students will choose from opportunities at newspapers, magazines, radio, television, advertising and PR agencies, digital marketing companies, or other media identified by students and faculty.

Over the six weeks, students will work directly in their chosen media field, gaining valuable professional experience. They will shadow staff, assist with daily work activities, attend meetings, and take on tasks that develop both hard and soft skills. The goal of the internship is for students to understand the dynamics of their chosen media career path through direct participation in a professional environment.

To complete the course, students will submit a comprehensive report detailing their experience. The report will describe the company, responsibilities, projects worked on, key lessons learned, and how the experience will impact their future career. Students will also deliver a presentation on their internship experience to faculty members. The report and presentation will demonstrate their understanding of the media landscape and how their skillset was enhanced in their role.

The internship and all assignments will be jointly evaluated by a faculty member and the company supervisor. Eighty marks will be awarded for the report and presentation, evaluating the depth of experience gained and communication of key takeaways. The final 20 marks will be awarded based on the company supervisor's assessment of work performance and participation during the internship. Overall, this internship course provides valuable work experience and networking opportunities for students preparing to enter media professions.

Course Objectives

1. Apply theoretical knowledge gained in media studies courses to practical work situations.
2. Conduct research and analysis on media organizations and industry trends to determine suitable internship placements.
3. Develop professional communication skills through interaction with company staff and completion of workplace tasks.
4. Demonstrate competency with media-specific tools and programs used in the internship organization.
5. Evaluate effectiveness of the internship experience in developing workplace skills and prepare a comprehensive report on key takeaways.

What to do during Internship

1. Shadow media professionals such as reporters, editors, producers, marketing managers, etc. to learn about roles and responsibilities.
2. Assist in research, fact-checking, and administrative work to support media projects and daily operations.
3. Attend organizational meetings, events, and professional development sessions to gain insight into company processes and industry trends.
4. Take on entry-level assignments such as writing stories, social media management, live production assistance, marketing campaign support, etc. under the guidance of staff.

5. Build professional networks through interaction with company employees and partners. Connect with media professionals currently in roles students aspire to.

Criteria for Evaluating Internship and Media Industry Training

1. *Completion of required work hours:* Students fulfill the minimum work hours required for the internship course, as specified in the course outline.
2. *Quality of work performance:* Students receive a positive evaluation from the company supervisor on work performance, participation, and completion of assigned tasks.
3. *Depth of learning and experience:* Students demonstrate a solid understanding of the media organization, industry, and role responsibilities in their comprehensive report and presentation.
4. *Professional skill development:* Students show enhanced skills in areas such as communication, critical thinking, problem-solving, technical abilities, teamwork, and time management, as outlined in their assignments and supervisor review.
5. *Networking and connections:* Students discuss new professional connections developed through the internship experience and how they plan to maintain them going forward in their chosen career path.
6. *Recommendation for future interns:* The company recommends future internship placements for students from the program based on the work performance and participation of current interns.
7. *Pursuit of career opportunities:* Students receive and/or pursue career opportunities (job offers, interviews, mentorships) through connections made during the internship.
8. *Feedback incorporation:* Students incorporate constructive feedback received from the faculty evaluator and company supervisor into a final revised report, demonstrating their ability to reflect and build on their experiences.

Course Outcomes

1. Apply theoretical knowledge gained in the classroom to a practical work environment.
2. Demonstrate employability skills required for entry-level roles in chosen media fields.
3. Produce a comprehensive report evaluating an internship experience from a professional development perspective.
4. Develop a broader understanding of the media industry and specific occupations through direct participation.
5. Build a professional network to support future career opportunities in the media.

Mapping

PSO/CO	CO 1	CO 2	CO 3	CO 4	CO 5
PSO 1	3	3	3	3	3
PSO 2	3	3	3	3	3
PSO 3	3	3	3	3	3
PSO 4	3	3	3	3	3
PSO 5	3	3	3	2	3

Key Textbooks

1. Kelly, W. E. (2020). *Internships: Quality Education Outside of Class*. Cognella, Incorporated.
2. Labor, S. L. (2020a). *Student Internship Success Workbook (Student's Guide): 20+ Lessons and Activities for Student Intern Career Readiness*. Independently Published.
3. Labor, S. L. (2020b). *Student Internship Success Workbook (Supervisor's Guide): 20+ Lessons and Activities for Student Intern Career Readiness*. Independently Published.
4. Lisa, J. C. R., & William, S. (2021). *Practicum and Internship: A Handbook for Competent Counseling Practices*. Pearson.
5. McVicar, K. L., & Ward, J. (2021). *The Internship Handbook: A Guide for Students in the Health Professions*. Cognella, Incorporated.
6. Poyer, M. (2022). *The Paramedic Internship Guidebook*. Fulton Books, Inc.
7. Stewart, A., Owens, R., O'Higgins, N., & Hewitt, A. (2021). *Internships, Employability and the Search for Decent Work Experience*. Edward Elgar Publishing.

References

1. Barkatsas, T., & McLaughlin, P. (2021). *Authentic assessment and evaluation approaches and practices in a digital era: A kaleidoscope of perspectives*. Brill.
2. Burke, J., & Dempsey, M. (2021). *Undertaking Capstone Projects in Education: A Practical Guide for Students*. Routledge.
3. Christ, W. G. (2020a). *Media Education Assessment Handbook*. Routledge.
4. Christ, W. G. (2020b). *Assessing Media Education: A Resource Handbook for Educators and Administrators: Component 3: Developing an Assessment Plan*. Routledge.
5. David, M. E., & Amey, M. J. (2020). *The SAGE Encyclopedia of Higher Education*. SAGE.
6. Msw, J. P. P., Kauffman, S., & Msw, T. S. I. (2021). *Social Work Capstone Projects: Demonstrating Professional Competencies through Applied Research*. Springer Publishing Company.

(Refer to the regulations for additional information)

SEMESTER:VI	23UVISC61 Core-XIII	CREDIT:4
PART: III	Media Culture in Tamil Nadu	HOURS:6

Course Description

This course, titled "Media Culture in Tamil Nadu," explores the rich and diverse history of media in the Tamil Nadu region. The course is designed to provide students with a comprehensive understanding of the evolution of various forms of media in Tamil Nadu, from early Tamil history to the present day.

Throughout the course, students will examine the development of Tamil language, writing, storytelling traditions, and communication principles in Thirukural. They will also delve into the role of Tamil media during the colonial period, the impact of performing arts, music, and journalism on social justice, and the contributions of modern Tamil poets as communicators.

The course further explores the growth of print culture in Tamil Nadu, including newspapers, magazines, and the role of media in the Dravidian movement. Students will analyze the relationship between Tamil films and mass communication, examining the interplay between films, politics, and messaging strategies in the region.

Finally, the course will cover the advent of Tamil TV, radio, and digital media, discussing the rise of satellite TV, the international market for Tamil media, and the role of social and mobile media platforms in shaping contemporary Tamil media landscape.

Through a combination of lectures, discussions, and hands-on activities, students will gain a deep understanding of the historical context of media in Tamil Nadu and its influence on the region's culture, politics, and society.

Course Objectives

1. Analyze the evolution and growth of the Tamil language and its impact on media development in the region from early Tamil history to the present day.
2. Evaluate the role of various forms of media, including performing arts, print, and film, in shaping Tamil Nadu's cultural, political, and social landscape during the colonial and post-colonial periods.
3. Apply critical thinking skills to assess the contributions of prominent Tamil poets, journalists, and media personalities in promoting social justice and fostering change.
4. Examine the development of Tamil TV, radio, and digital media, and their influence on the contemporary Tamil media landscape and global audiences.
5. Synthesize knowledge of the Media Culture in Tamil Nadu to create a well-informed perspective on the current state of media convergence in the region, encompassing cinema, television, OTT platforms, and mobile technologies.

Detailed Syllabus

Unit 1: Communication in Early Tamil History

Evolution and Growth of Tamil Language

History of Writing in Tamil

Storytelling traditions in Tamil Nadu-Sangam Period

Poets as Messengers and Diplomats-Sangam Period

Communication Principles in Thirukural

Communication in Medieval Period-Painting, Sculptures

The Sphere of Visual culture in Tamil Nadu- Cinema, Advertisements, Newspaper cartoons, Photography, Magazine illustrations, Graphic novels of Celebrities, Roadside Posters and Banners and Street and Wall paintings of traditional and cultural values, Statues of Celebrities and heroes

Unit 2: Tamil Media in Colonial India

Performing Arts and Communication

Tamil folk media and artists, Visual Story telling

Popular Story tellers in Tamil,

Theatre art in Tamil and familiar theatre artists,

Sound, Music and Phonograph

Tamil Media in National Movements

Themes from Bankaran's Message Bearers

Periyar, Social Justice and Journalism

Modern Poets as Communicator-Bharathi , Bharathidasan

Monumental -Iconography-myth and symbols

Unit 3: Print Culture in Tamil Nadu

Early Tamil Newspapers and Missionary Work

Early Print Culture in Tami Nadu

Tamil Newspapers during Colonial Period

Media in Dravidian Movement-Public Meetings, Rhetoric and Oratory

Post independence Tamil Media-Newspapers and Radio till Emergency

Commercial Turn: Raise of Regional Language Newspapers, Magazines

Cartoons in Tamil News Media, Posters

Impact of Digital News-Disappearing Print Culture?

Unit 4: Tamil Films as Mass Communication

A Brief History of Tamil Films

Films as a Cultural and Political Communication

Film and Politics -Anna, Kalaingar, MGR-Image Trap

Film Fan Culture and Fan Clubs

Film Music and Lyrics as Messaging Strategy

Film and Politics in Tamil Nadu-80s and 90s

Contemporary Trends in Tamil Cinema, New Wave Films

Unit: 5: Tamil TV, Radio and Beyond

TV-DD-Raise of Satellite TV in TN-SUN TV, Raj

Tamil Radio Programs, Community Radio in Tamil nadu

International Market and Audiences for Tamil Media

Tamil Media in Global Context-Diaspora

Social and Mobile Media in Tamil-YouTube, Twitter and Facebook, WhatsApp

Impact of Covid-19 Pandemic on Tamil Media Industry

Contemporary Status of Tamil Media: Convergence- OTT, Mobile, Cinema, TV

Course Outcomes

1. Summarize the historical development of Tamil language, writing, and storytelling traditions, and their influence on media evolution in Tamil Nadu.

2. Differentiate between various forms of media, such as performing arts, print, and film, and explain their impact on Tamil Nadu's cultural, political, and social landscape during the colonial and post-colonial periods.
3. Evaluate the contributions of prominent Tamil poets, journalists, and media personalities in advocating for social justice and driving change in the region.
4. Describe the development of Tamil TV, radio, and digital media, highlighting their influence on the contemporary Tamil media landscape and global audiences.
5. Synthesize knowledge of the Media Culture in Tamil Nadu to form a comprehensive understanding of the current state of media convergence in the region, encompassing cinema, television, OTT platforms, and mobile technologies.

Mapping

	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
CO 1	2	3	3	2	2
CO 2	3	2	2	3	1
CO 3	1	2	3	1	2
CO 4	2	3	3	2	1
CO 5	2	3	3	2	3

Key Textbooks

1. Ravindran, G. (2020). Deleuzian and Guattarian Approaches to Contemporary Communication Cultures in India. Springer Nature.
2. Baskaran, S. T. (2008). The message bearers: nationalist politics and the entertainment media in South India, 1880-1945/S. Theodore Baskaran; with an introduction by Christopher Baker. Oxygen Books.
3. Baskaran, S. T. (2013). The Eye of the Serpent: An Introduction to Tamil Cinema. Tranquebar.
4. Bate, B. (2009). Tamil Oratory and the Dravidian Aesthetic: Democratic Practice in South India (Vol. 1). Columbia University Press.
5. Blackburn, S. H. (2006). Print, Folklore, and Nationalism in Colonial South India. Permanent Black.

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2. A.r, V. (2015). *The Province of The Book* (First edition). Orient Blackswan Private Limited - New Delhi.
3. Baskaran, S. T. (2009). *History through the lens - Perspectives on South Indian Cinema* (First edition). Orient BlackSwan.
4. Baskaran, S. T. (2013). *The Eye of the Serpent: An Introduction to Tamil Cinema*. Tranquebar.
5. Bate, B. (2009). *Tamil Oratory and the Dravidian Aesthetic: Democratic Practice in South India* (Vol. 1). Columbia University Press.
6. Blackburn, S. H. (2006). *Print, Folklore, and Nationalism in Colonial South India*. Permanent Black.
7. Civattampi, K. (1981). *The Tamil film as a medium of political communication*. New Century Book House.

8. Dickey, S. (2007). *Cinema and the Urban Poor in South India* (Vol. 1). Cambridge University Press.
9. Ganesan, A. (1988). *The Press in Tamil Nadu and the Struggle for Freedom, 1917-1937* (Vol. 1). South Asia Books.
10. Irā Vēṅkaṭācalapati, Ā. (2006). In *Those Days There was No Coffee: Writings in Cultural History*. Yoda Press.
11. Jacob, P. (2008). *Celluloid Deities: The Visual Culture of Cinema and Politics in South India*. Lexington Books.
12. Llc, B. (2010). *Film Production Companies of Tamil Nadu*. Unknown.
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14. Pandian, M. S. S. (2015). *The Image Trap: M.G. Ramachandran in Film and Politics* (1 edition). SAGE India.
15. Pillai, S. E. (2015). *Madrās Studios: Narrative, Genre, and Ideology in Tamil Cinema* (1 edition). SAGE Publications.
16. Ranganathan, M., & Rodrigues, U. M. (2010). *Indian media in a globalised world* (Vol. 1, pp. 1–277). SAGE Publications India.
17. Rodrigues, U. M., & Ranganathan, M. (2014). *Indian News Media: From Observer to Participant*. SAGE Publications Pvt. Ltd.
18. Sastri, R. K. S. (Ed.). (2003). *The Tamils: The People, Their History and Culture*. Cosmo Publications.
19. Selby, M. A., & Peterson, I. V. (Eds.). (2008). *Tamil Geographies: Cultural Constructions of Space and Place in South India*. State University of New York Press.
20. Selvaraj, V. (2008). *Tamil Cinema: The Cultural Politics of India's Other Film Industry* (Vol. 1). Routledge.
21. Subramanian, P. (1996). *Social History of the Tamils 1707-1947* (New edition edition). D.K. Print World Ltd.
22. Velayutham, S., & Devadas, V. (2020). *Tamil Cinema in the Twenty-First Century: Caste, Gender and Technology*. Routledge.
23. Venkatachalapathy. (2007). In *Those Days There Was No Coffee Writings in Cultural History* (In *Those Days There Was No Coffee* edition). Yoda Press.
24. Venkatasubramanian, T. K. (2010). *Music as History in Tamilnadu* (1 edition). Ratna Sagar Private Limited.
25. Bate, B. (2009). *Tamil Oratory and the Dravidian Aesthetic: Democratic Practice in South India*. Columbia University Press.
26. Bhattacharya, B., & Donner, H. (2021). *Globalising Everyday Consumption in India: History and Ethnography*. Routledge.
27. Books, L. L. C. (2010). *Media of Tamil Nadu: Film Production Companies of Tamil Nadu, Media in Chennai, Newspapers Published in Chennai, Tamil-Language Newspapers*. General Books LLC.
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30. Das, B., & Majhi, D. P. (2021a). *Caste, Communication and Power*. SAGE Publishing India.
31. Desai, M. K. (2021). *Regional Language Television in India: Profiles and Perspectives*. Taylor & Francis.
32. Gripstrud, J. (2002). *Television and Common Knowledge*. Routledge.
33. Irā Vēṅkaṭācalapati, Ā. (2006). In *Those Days There was No Coffee: Writings in Cultural History*. Yoda Press.

34. Jeffrey, R. (2000). *India's Newspaper Revolution: Capitalism, Politics and the Indian-language Press, 1977-99*. C. Hurst & Co. Publishers.
35. Mehta, N. (2008). *Television in India: Satellites, Politics and Cultural Change*. Routledge.
36. Nurullah, R. (2021). *History Of Journalists Organisations In Madras*. Pustaka Digital Media.
37. Rajagopal, A., & Rao, A. (2017). *Media and Utopia: History, imagination and technology*. Routledge.
38. Ramaswamy, V., & Jawaharlal Nehru University. (2007). *Historical Dictionary of the Tamils*. Scarecrow Press.
39. Rodrigues, U. M., & Ranganathan, M. (2014). *Indian News Media: From Observer to Participant*. SAGE Publications India.
40. Straubhaar, J. D. (2007). *World Television: From Global to Local*. SAGE Publications.
41. Tekwani, S. (2008). *Media & Conflict Reporting in Asia*. AMIC.
42. Velayutham, S. (2008). *Tamil Cinema: The Cultural Politics of India's other Film Industry*. Routledge.
43. Velayutham, S., & Devadas, V. (2020). *Tamil Cinema in the Twenty-First Century: Caste, Gender and Technology*. Routledge.
44. Venkatachalapathy, A. R. (2019). *Tamil Characters*. Pan Macmillan.
45. Venkatraman, S. (2017). *Social Media in South India*. UCL Press.

SEMESTER:VI	23UVISC62 Core-XIV	CREDIT:4
PART: III	Media Entrepreneurship (Theory)	HOURS:6

Course Description:

This course on media entrepreneurship provides a comprehensive overview of the key concepts, skills, and strategies necessary for starting and growing a successful media business. The course is divided into five units, each focused on a different aspect of media entrepreneurship. Unit 1 provides an introduction to media entrepreneurship, including its definition and history, the characteristics of successful media entrepreneurs, and an overview of the media industry and market trends. Unit 2 covers media project management, including planning and executing media projects, budgeting and resource allocation, managing teams and stakeholders, and monitoring and evaluating project progress. Unit 3 focuses on social media business, including understanding social media platforms and their audiences, developing social media strategy, creating and managing content, and measuring and analysing social media metrics. Unit 4 covers digital entrepreneurship, including building digital products and services, e-commerce and online marketing, and monetising digital content. Unit 5 looks at media innovation and future trends, including emerging media technologies, identifying and evaluating new business opportunities, understanding the future of media, and developing a media innovation strategy. This course is designed for aspiring media entrepreneurs, media professionals, and anyone interested in starting a media business.

Course Objectives:

1. Understand the fundamental principles of media entrepreneurship and how to apply them to real-world situations.
2. Develop a clear understanding of the media landscape, including current trends and opportunities for innovation.
3. Learn how to identify and evaluate potential business ideas, including market research and financial forecasting.
4. Develop the skills necessary to pitch and present media business and startup ideas to potential investors.
5. Learn how to navigate the legal and regulatory landscape of media entrepreneurship.

Detailed Syllabus

Unit 1: Introduction to Media Entrepreneurship

Definition and history of media entrepreneurship
 Characteristics of successful media entrepreneurs
 Overview of media industry and market trends
 Case studies on Successful Media Start-ups

Unit 2: Media Project Management

Planning and executing media projects
 Budgeting, resource allocation and scheduling
 Managing teams and stakeholders
 Monitoring and evaluating project progress

Unit 3: Social Media Business

Understanding social media platforms and their audiences
 Developing social media strategy
 Creating and managing content
 Measuring and analysing social media metrics

Unit 4: Digital Entrepreneurship

Overview of digital entrepreneurship
 Building digital products and services
 E-commerce and online marketing
 Monetizing digital content

Unit 5: Media Innovation and Future Trends

Emerging media technologies and their impact on entrepreneurship
 Identifying and evaluating new business opportunities
 Understanding the future of media and its impact on society
 Developing a media innovation strategy

Possible Practical Exercises (for internal evaluation)

1. Identify and evaluate media start-up opportunities by analyzing the media landscape and identifying gaps or needs
2. Develop a media start-up idea and business model, including target audience and revenue generation strategies
3. Conduct market research and create a customer profile for a media start-up
4. Create a website and social media presence for a media start-up
5. Build a team and partnerships for a media start-up
6. Create a business plan and budget for a media start-up
7. Launch and promote a media start-up through various marketing channels
8. Implement and track financial and marketing strategies for a media start-up
9. Analyse and evaluate the effectiveness of marketing and financial strategies and make adjustments as needed
10. Explore and evaluate opportunities for expansion and diversification of a media start-up.

Course Outcomes

1. Analyse the media landscape and identify opportunities for a media start-up (Understand)
2. Evaluate the potential viability of a media start-up idea and business model (Evaluate)
3. Create a business plan, marketing plan and budget for a media start-up (Create)
4. Implement strategies to launch and promote a media start-up (Apply)
5. Analyse and evaluate financial and marketing strategies for managing and growing a media start-up (Analyse)

Mapping of COs-PSOs

Course Outcomes	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	1	2	3	2	2
CO2	2	3	3	3	2
CO3	2	3	3	2	2
CO4	2	3	2	2	3
CO5	1	2	3	3	3

Key Textbooks

1. Deuze, M. (2018). *Media entrepreneurship: A critical introduction*. Sage Publications.
2. Curran, J., & Blackburn, R. (2018). *Digital entrepreneurship: A guide to research*. Routledge.
3. Costera Meijer, I. (2017). *Media entrepreneurship and innovation*. Cambridge University Press.
4. Nieborg, D. B. (2019). *Media entrepreneurship in the digital age*. Oxford University Press.
5. Van der Meijden, G., & Van der Sluis, E. (2015). *Digital entrepreneurship: Opportunities and challenges*. Springer.

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1. Sarstedt, M., Diamantopoulos, A., & Wilczynski, P. (2018). Entrepreneurship in the media industry: A review and research agenda. *Journal of Media Business Studies*, 15(1), 1-29.
2. Tönnjes, R., & Schröder, J. (2015). The economics of media entrepreneurship: A review and research agenda. *International Journal of Entrepreneurial Venturing*, 7(2), 156-174.
3. Chan-Olmsted, S. M., & Park, J. (2016). *Media entrepreneurship: A global perspective*. Routledge.
4. Mollick, E. (2018). *The dynamics of digital entrepreneurship*. MIT Press.
5. Osterwalder, A., & Pigneur, Y. (2018). *Business model generation: A handbook for visionaries, game changers, and challengers*. John Wiley & Sons.

SEMESTER:VI	23UVISP63 Core-XV	CREDIT:4
PART: III	Extended Reality Design (Practical)	HOURS:6

Course Description

This Extended Reality Design course is designed to provide students with hands-on experience and technical skills in developing immersive environments using Unreal Engine and Unity. The course will cover the fundamentals of Extended Reality Design, including Virtual Reality (VR), Augmented Reality (AR), Mixed Reality (MR), and Projected Reality (PR). Students will learn how to create interactive applications, environments, and games that utilize cutting-edge technologies and tools for Extended Reality. Throughout the course, students will be challenged with practical exercises that will allow them to develop the technical skills needed to create engaging and immersive Extended Reality experiences. They will learn how to create realistic 3D models, animations, audio, and physics-based interactions, and how to deploy their applications to various platforms. This course is ideal for anyone who wants to gain hands-on experience in Extended Reality Design, whether they are beginners or experienced developers looking to expand their technical skills. By the end of the course, students will have developed a strong foundation in Extended Reality Design, and be equipped with the skills to create their own immersive applications and environments using Unreal Engine and Unity.

Course Objectives

6. Develop technical skills in creating immersive Extended Reality experiences using Unreal Engine and Unity.
7. Analyze and evaluate different approaches and techniques for creating engaging VR, AR, MR, and PR applications and environments.
8. Create complex and realistic 3D models, animations, audio, and physics-based interactions for Extended Reality experiences.
9. Synthesize knowledge of Extended Reality tools and technologies to develop interactive applications and games that utilize cutting-edge technologies.
10. Apply problem-solving and critical thinking skills to troubleshoot and debug Extended Reality applications, and deploy them to various platforms.

Note: Open source software for Unreal Engine is the recommended. However, each institution/college can choose to train the students in any other open source or commercial alternative such as Unity.

Extended Reality Design Record

As a part of this course, students will be required to maintain a record of their Extended Reality Design exercises. This record will help students keep track of their progress and allow them to reflect on their work. The record can be maintained in a digital format such as a blog, portfolio website or cloud storage. The digital record should have at least Five Extended Reality Design Exercises-one from each unit developed using appropriate software. Students should ensure that their record is organised, labelled clearly and includes any relevant details such as date of the exercise, software used, and a brief description of the exercise. This record should be submitted at the end of the course for evaluation.

Practical Examination

Practical examination could be in the form of viva, testing students' procedural knowledge, evaluation of Extended Reality Design. Students can also be asked to create an Extended Reality Design work for practical demonstration of their competency. Viva or Written examination can be based on the Procedural Knowledge on the software used for developing the content. Students should be able to explain what technique or pipeline/workflows were deployed.

Detailed Syllabus

Unit 1: Introduction to Extended Reality Design

Overview of Extended Reality Design and its Applications
Introduction to Unreal Engine and Unity Interface and Features
Setting up Unreal Engine and Unity Projects
Basic Navigation, Manipulation, and Configuration of Game Objects

Unit 2: Virtual Reality Design with Unreal Engine and Unity

Introduction to Virtual Reality Design
Creating VR Scenes with Unreal Engine and Unity
Designing User Interfaces for VR with Unreal Engine and Unity
Developing Interactions in VR with Unreal Engine and Unity

Unit 3: Augmented Reality Design with Unreal Engine and Unity

Introduction to Augmented Reality Design
Creating AR Scenes with Unreal Engine and Unity
Designing User Interfaces for AR with Unreal Engine and Unity
Developing Interactions in AR with Unreal Engine and Unity

Unit 4: Mixed Reality Design with Unreal Engine and Unity

Introduction to Mixed Reality Design
Creating MR Scenes with Unreal Engine and Unity
Designing User Interfaces for MR with Unreal Engine and Unity
Developing Interactions in MR with Unreal Engine and Unity

Unit 5: Projected Reality Design with Unreal Engine and Unity

Introduction to Projected Reality Design
Creating PR Scenes with Unreal Engine and Unity
Designing User Interfaces for PR with Unreal Engine and Unity
Developing Interactions in PR with Unreal Engine and Unity

Detailed Practical Exercise for Extended Reality Design with Unreal Engine and Unity

Practical Exercise for Extended Reality Design (with Unreal Engine and Unity). Students will choose any one exercise from each unit and present the same as digital record for evaluation. Students will develop various digital game asserts for their chosen project.

Unit 1: Introduction to Extended Reality Design

1. Create a basic VR environment using Unreal Engine.
2. Develop an AR mobile application using Unity.
3. Create a simple 3D model and animate it in Unreal Engine.
4. Use Unity to develop a basic interactive VR game.

5. Create an immersive audio experience in Unreal Engine.

Unit 2: Unreal Engine for Extended Reality Design

1. Develop a multi-level VR game using Unreal Engine.
2. Create realistic water effects in Unreal Engine.
3. Use Unreal Engine to create a photorealistic 3D environment.
4. Develop a multiplayer VR game using Unreal Engine.
5. Use Unreal Engine to create a realistic physics-based interaction in VR.

Unit 3: Unity for Extended Reality Design

1. Develop a mobile AR game using Unity and Vuforia.
2. Create an interactive 360-degree video using Unity.
3. Use Unity to create a realistic first-person VR experience.
4. Develop an AR application that uses spatial mapping in Unity.
5. Use Unity to create a realistic 3D character and animate it for VR.

Unit 4: Advanced Extended Reality Design with Unreal Engine and Unity

1. Use Unreal Engine to create a realistic weather system in VR.
2. Develop a VR training simulation using Unreal Engine and motion capture.
3. Use Unity to create a physics-based interactive AR experience.
4. Create a multiplayer VR game with complex networking and synchronization in Unreal Engine.
5. Use Unreal Engine to create a realistic lighting and shading environment for VR.

Unit 5: Extended Reality Design Project

6. Develop a complete VR game from scratch using Unreal Engine.
7. Use Unity to create an AR application that utilizes machine learning.
8. Develop a VR training simulation with custom physics and haptic feedback in Unreal Engine.
9. Use Unreal Engine to create a realistic motion-controlled VR experience.
10. Create an interactive museum exhibit in AR using Unity and 3D scanning.

Course Outcomes

1. Develop technical proficiency in creating immersive Extended Reality experiences using Unreal Engine and Unity, demonstrated through the ability to create interactive applications, environments, and games.
2. Evaluate and compare different approaches and techniques for creating engaging VR, AR, MR, and PR applications and environments, demonstrated through analysis and reflection on project outcomes.
3. Create complex and realistic 3D models, animations, audio, and physics-based interactions for Extended Reality experiences, demonstrated through the creation of high-quality, interactive content.
4. Synthesize knowledge of Extended Reality tools and technologies to develop interactive applications and games that utilize cutting-edge technologies, demonstrated through the creation of original, creative projects that utilize advanced features and techniques.
5. Apply problem-solving and critical thinking skills to troubleshoot and debug Extended Reality applications, and deploy them to various platforms, demonstrated through the ability to independently identify and solve technical challenges in the development process.

Mapping:

PSO	CO1	CO2	CO3	CO4	CO5
PSO 1	1	2	3	3	2
PSO 2	1	2	3	1	3
PSO 3	1	2	2	1	3
PSO 4	3	3	3	3	3
PSO 5	2	1	2	2	3

Key Textbooks

1. Doerner, R., Broll, W., Grimm, P., & Jung, B. (2022). *Virtual and Augmented Reality (VR/AR): Foundations and Methods of Extended Realities (XR)*. Springer Nature.
2. Venter, H., & Ogterop, W. (2022b). *Unreal Engine 5 Character Creation, Animation, and Cinematics: Create custom 3D assets and bring them to life in Unreal Engine 5 using MetaHuman, Lumen, and Nanite*. Packt Publishing Ltd.
3. Uzayr, S. B. (2022b). *Mastering Unreal Engine: A Beginner's Guide*. CRC Press.
4. Lanzinger, F. (2022). *3D Game Development with Unity*. CRC Press.
5. Lynn, M., & Sharif, C. (2022). *Game Development with Unreal Engine 5: Learn the Basics of Game Development in Unreal Engine 5 (English Edition)*. BPB Publications.

References

1. Ball, M. (2022). *The Metaverse: And How It Will Revolutionize Everything*. Liveright Publishing.
2. Bódi, B. (2022). *Videogames and Agency*. Taylor & Francis.
3. Geroimenko, V. (2022). *Augmented Reality Art: From an Emerging Technology to a Novel Creative Medium*. Springer Nature.
4. Hocking, J. (2022). *Unity in Action, Third Edition: Multiplatform Game Development in C#*. Simon and Schuster.
5. Marques, G., Sherry, D., & Pereira, D. (2022). *Elevating Game Experiences with Unreal Engine 5: Bring Your Game Ideas to Life Using the New Unreal Engine 5 and C++*. Packt Publishing, Limited.
6. Terry, Q., & Keeney, S. (2022). *The Metaverse Handbook: Innovating for the Internet's Next Tectonic Shift*. John Wiley & Sons.
7. Uzayr, S. B. (2022a). *Mastering Unreal Engine: A Beginner's Guide*. CRC Press.
8. Valenzise, G., Martin, A., Zerman, E., & Ozcinar, C. (2022). *Immersive Video Technologies*. Academic Press.
9. Venter, H., & Ogterop, W. (2022a). *Unreal Engine 5 Character Creation, Animation, and Cinematics: Create Custom 3D Assets and Bring Them to Life in Unreal Engine 5 Using MetaHuman, Lumen, and Nanite*. Packt Publishing, Limited.

Web Resources

1. Journal of Virtual Reality and Broadcasting - <https://www.jvr.org/>
2. Virtual Reality Society - <https://www.vrs.org.uk/>
3. IEEE VR Conference - <https://www.ieeevr.org/2022/>
4. Entertainment Software Association - <https://www.theesa.com/>
5. International Game Developers Association - <https://www.igda.org/>

SEMESTER:VI	23UWISE64 Elective-VII	CREDIT:3
PART: III	Capstone Project (Practical)	HOURS:5

Course Description

This course is designed to provide learners with the opportunity to demonstrate their mastery of the skills and knowledge acquired throughout their academic journey. Through a Capstone Project and Portfolio, learners will showcase their ability to apply the principles and techniques learned in their field of study to real-world scenarios. Learners will choose from a selection of suggested projects, which include creating an animated short film, a short fiction film that demonstrates VFX skills, a documentary film, a walk-through using AR/VR techniques, website landing page design with interactive features, or UI/UX design for a web app using low/no-code apps. Learners may work individually or in teams to complete their chosen project.

In addition to the Capstone Project, learners will also develop a professional portfolio to showcase their work and achievements throughout their academic journey. The portfolio will demonstrate their growth and learning and will be a valuable asset when applying for employment or further education. This course is an excellent opportunity for learners to apply their knowledge and skills to real-world situations while developing a professional portfolio to enhance their career prospects.

Course Objectives

1. To develop in-depth understanding of the media industry
2. To augment their media skills to professional standards
3. To develop the ability to work with media teams and also take initiatives to design media projects
4. To acquire the ability to design and execute media projects
5. To acquire the ability to work independently in media houses and produce publishable content.
6. To enable students to design and execute independent projects covering contemporary themes/issues.

Detailed Syllabus

Suggested Projects (Anyone). Criteria for selecting the topic will be based on area of specialization chosen by the student. Emphasis will be given to producing work of professional quality. This will help the student enter the Media Industry with an evaluated portfolio. Detailed Suggestions for Capstone Project can be found at the end.

Course Outcomes

1. Ability to understand the trends and demands of the media industry and to work independently in assigned projects
2. Ability to fine tune their media skills and prepare to be industry-ready
3. Ability to generate, analyse content/data from various sources and convert them to publishable media content
4. Ability to work seamlessly with experienced media professionals meeting the rigours of the industry.
5. To produce an independent project as the culmination of their training and knowledge showcasing their specialization and specific interest covering contemporary themes/issues.

Mapping

PSO/CO	CO 1	CO 2	CO 3	CO 4	CO 5
PSO 1	3	3	3	3	3
PSO 2	3	3	3	3	3
PSO 3	3	3	3	3	3
PSO 4	3	3	3	3	3
PSO 5	3	3	3	2	3

Criteria for Evaluating Capstone Projects

1. *Concept*: The clarity, originality and creativity of the underlying concept or theme of the project.
2. *Audience*: How well the project is tailored to and engages the target audience. Effectiveness in communicating to and resonating with the intended viewers or users.
3. *Aesthetics*: The visual and sensory appeal of the project. How elements like color, typography, layout, motion, sound, etc. are combined for optimal style and attractiveness.
4. *User experience*: For interactive projects, how intuitive, engaging and impactful the experience is for users. Success in achieving project goals and user needs.
5. *Technical skills*: The level of skill and craft demonstrated in areas like video editing, web design, animation, audio production, etc. depending on the media involved.
6. *Storytelling*: For narrative-driven projects, how well a story is constructed and told through creative techniques. Ability to evoke emotion and meaning.
7. *Research*: Evidence of investigation into the topic or subject area, with factual information and insights that inform the project outcome.
8. *Cohesion*: How well all elements of the project come together in a unified, consistent and complementary manner. An aligned "big picture".
9. *Presentation*: For some projects, the effectiveness of presenting and defending the final outcome. Ability to communicate key decisions and how challenges were addressed.
10. *Collaboration*: For group projects, the level of teamwork, work division, communication and collective problem-solving. Success in combining individual contributions into a seamless whole.

Key Textbooks and References

1. Barkatsas, T., & McLaughlin, P. (2021). Authentic assessment and evaluation approaches and practices in a digital era: A kaleidoscope of perspectives. Brill.
2. Burke, J., & Dempsey, M. (2021). Undertaking Capstone Projects in Education: A Practical Guide for Students. Routledge.

3. Christ, W. G. (2020a). *Media Education Assessment Handbook*. Routledge.
4. Christ, W. G. (2020b). *Assessing Media Education: A Resource Handbook for Educators and Administrators: Component 3: Developing an Assessment Plan*. Routledge.
5. David, M. E., & Amey, M. J. (2020). *The SAGE Encyclopedia of Higher Education*. SAGE.
6. Msw, J. P. P., Kauffman, S., & Msw, T. S. I. (2021). *Social Work Capstone Projects: Demonstrating Professional Competencies through Applied Research*. Springer Publishing Company.

Suggested Capstone Project Ideas

Entrepreneurial Media Project: Cultivating Industry Success

Entrepreneurship plays a crucial role in various industries, and entrepreneurial projects offer valuable insights into self-employment while providing students with applicable knowledge and skills for the creative sector. This course cultivates entrepreneurial competencies and fosters a spirit of innovation through hands-on experience in designing and developing projects encompassing innovation, marketing, finance, and business networks.

The Entrepreneurial Media Project aims to expose students to the dynamic and rapidly growing economic landscape, teaching them how to recognize and seize opportunities for business expansion and self-employment. Collaborations with relevant industries, entrepreneurs, and business advisors enable students to excel and achieve success in their projects.

To complete the course, students will undertake a Major Entrepreneurial Project, working in groups under the supervision of an experienced mentor. This project encourages students to develop their creative ventures to the proof-of-concept stage, equipping them to effectively pitch their ideas to investors or employers. Students are advised to identify media partners across various industries and collaborate with disciplines such as engineering, business, and computer science.

The project evaluation encompasses the following modules: Innovation, Creativity, Start-ups, Media Entrepreneurship, Business Networks for Entrepreneurs, Entrepreneurship in the Media Sector, Entrepreneurial Finance, Innovation-driven Marketing, and the Major Project.

Incubating Media Projects: Leveraging the potential of new media, students can devise innovative entrepreneurial concepts. By partnering with NGOs, they can refine their ideas through exposure to innovation, marketing, financial analysis, technology, leadership, and communication.

Creating Digital Media Products: Students will create state-of-the-art digital media products for regional and national media companies and other organizations. Those with ideas for digital products or media-related businesses may develop their entrepreneurial ventures in the lab, presenting their prototypes to local investors and experienced entrepreneurs.

Adherence to Deadlines: This course adheres to professional standards, ensuring that deadlines are strictly maintained and non-negotiable. Students must meet deadlines for their coursework, preparing them for the demands of the professional workplace. Consequently, late submissions without prior arrangements will result in a zero for the concerned activity.

Capstone Project Ideas for Advertising and Product Photography

(Record of at least 30 photographs on a Specialist Photography Domain)

1. "*Creating a Compelling Product Story*" - In this project, students will be tasked with creating a series of product photographs that tell a cohesive and compelling story about a specific product. The project will require students to consider lighting, composition, and overall aesthetics to effectively convey the product's features and benefits.

2. *"The Power of Light"* - This project will challenge students to explore the effects of different types of lighting on product photography. Students will be asked to shoot the same product using a variety of lighting techniques, including natural light, artificial light, and studio lighting, and compare the resulting images.
3. *"Brand Identity Photography"* - In this project, students will be tasked with creating a series of product photographs that embody a specific brand's identity. Students will need to research the brand and understand their values and target audience in order to effectively capture the essence of the brand in their images.
4. *"Beyond the Product"* - This project will require students to think beyond the product itself and consider the lifestyle and emotions associated with it. Students will be asked to create a series of product photographs that convey the emotions and experiences associated with using the product, rather than just showcasing the product itself.
5. *"The Art of Lighting"* - This project will challenge students to explore the creative possibilities of lighting in product photography. Students will be given a range of lighting equipment and asked to experiment with different techniques, such as using colored gels, multiple light sources, and shadows, to create unique and visually striking images.

Capstone Project Work for Advanced Photography

(At Least 30 Professional Quality photographs should be included in the record Record)

1. *Create a Photography Exhibit:* Curate and organize your own photography exhibit including choosing a theme, selecting and framing your best images, writing artist statements, designing the layout, promoting the event, and managing the logistics. Discuss the challenges of putting together your own exhibit.
2. *Capture Images using Advanced Techniques:* Demonstrate mastery of advanced photography techniques like, high dynamic range imaging, nighttime digital noise reduction, focus stacking, or light painting. Discuss the techniques and equipment used.
3. *Develop Your Photography Portfolio:* Build a professional portfolio of your photography including a variety of subjects, styles, and advanced techniques. Get feedback from seasoned photographers and incorporate their suggestions into improving your portfolio. Discuss how you can leverage your portfolio for opportunities.
4. *Create a Documentary Photo Essay:* Follow a subject over multiple days or weeks and photograph them to create a visual documentary photo essay. Include environmental portraits, action shots, detailed images, and emotive photos. Pair a written story or narrative with your images. Discuss challenges in creating a cohesive photo essay.
5. *Recreate Photos from Influential Photographers:* Choose photos from famous photographers like Ansel Adams, Dorothea Lange, or Steve McCurry and carefully rephotograph each image using similar techniques, equipment, and composition. Discuss insights gained in understanding the photographer's methods and creative choices by recreating their images.
6. *Review and Analyze Advanced Photography Equipment:* Provide an in-depth analysis of an advanced camera, lens, lighting setup, filter system, tripod, editing software, or other equipment used for photography. Discuss key features, best uses, limitations, and how it enhances the creative capabilities of photographers.

7. *Teach an Advanced Photography Technique*: Create a detailed lesson on how to use an advanced photography technique like multiple exposure, bokeh, astrophotography, or slow shutter speed effects. Share educational resources, visual examples, settings to use, and tips for mastering the technique. Film yourself or another person demonstrating how to achieve the technique.

8. *Discuss Photography Trends*: Analyze current trends in photography like drone photography, virtual reality, mobile phoneography, glitch art, or analog/film revivalism. Discuss how these trends started, what impact they have on the field, debates surrounding the trends, and predictions on their longevity.

9. *Evaluate Advanced Photography Editing Software*: Review editing tools for advanced photographers like Photoshop, Lightroom, Capture One, or Pixelmator. Compare interface, features, filters, tonal adjustments, retouching tools, masking, non-destructive editing options, workflow, and other capabilities. Discuss scenarios where one tool may have advantages over other options.

10. *Provide Private Photography Lessons*: Develop a curriculum and teach a series of six private or small group photography lessons. Focus on advanced techniques tailored to students' interests and skill levels based on an initial needs assessment. Discuss challenges in effectively teaching techniques to students with a range of knowledge and learning styles.

Capstone Project Ideas for Screen Production-Fiction

(5-10 Minutes Short Film, Fiction and Narrative Film)

1. "*Silent Film Challenge*" - In this project, students will be challenged to create a 5-10 minute short film with no dialogue or sound effects. The film must rely solely on visual storytelling to convey its narrative, requiring students to think creatively about composition, lighting, and camera movement.
2. "*One Location, One Shot*" - This project will require students to create a short film that takes place entirely within a single location and is filmed in one continuous shot. This challenge will encourage students to think creatively about blocking, camera movement, and lighting in order to keep the audience engaged throughout the entire film.
3. "*Experimental Narrative*" - In this project, students will be tasked with creating a short film that experiments with narrative structure and storytelling techniques. This could include non-linear storytelling, unreliable narrators, or multiple storylines that intersect in unexpected ways.
4. "*The Power of Sound*" - This project will challenge students to explore the role of sound in film by creating a short film that relies heavily on sound design and music to convey its narrative. Students will need to carefully consider the timing and placement of sound effects and music in order to create an immersive and impactful experience for the audience.
5. "*Virtual Reality Short Film*" - In this project, students will be tasked with creating a 5-10 minute short film that is designed to be viewed in virtual reality. This will require students to think creatively about how to use the unique features of VR to tell a compelling narrative, including 360-degree camera movement and interactive elements that allow the audience to engage with the story in new ways.

Capstone Project Ideas for Documentary or Factual Program- (15-20 Min)

1. "*Personal Documentary*" - In this project, students will be challenged to create a 15-20 minute documentary that tells a personal story. This could include exploring their own experiences, or finding a compelling personal story to tell through research and interviews.
2. "*Environmental Documentary*" - This project will require students to create a 15-20 minute documentary that explores an environmental issue or topic. This could include climate change, environmental justice, or the impacts of human activity on the natural world.

3. "*Portrait of a Community*" - In this project, students will be tasked with creating a 15-20 minute documentary that explores the unique qualities and characteristics of a specific community. This could include cultural or ethnic communities, geographic communities, or communities united by a common interest or activity.
4. "*Investigative Journalism*" - This project will challenge students to create a 15-20 minute factual program that investigates a specific issue or topic. Students will need to conduct research, gather evidence, and conduct interviews in order to uncover the truth behind the issue.
5. "*Sports Documentary*" - In this project, students will be tasked with creating a 15-20 minute documentary that explores a specific sports-related topic or story. This could include profiles of athletes, behind-the-scenes looks at specific events or competitions, or explorations of the social and cultural significance of sports.

Capstone Project Ideas for Computer Graphics - 2D or 3D Digital Assets Creation

1. "*Character Design Challenge*" - In this project, students will be challenged to create a series of original character designs, including sketches, concept art, and fully realized 2D or 3D digital assets. Students will need to consider factors such as character backstory, personality, and unique features in order to create compelling and visually striking characters.
2. "*Environmental Design Challenge*" - This project will require students to create a series of digital assets that make up a cohesive environmental design, such as a cityscape, a forest, or a futuristic space station. Students will need to consider factors such as lighting, scale, and texture in order to create a convincing and immersive environment.
3. "*Motion Graphics Challenge*" - In this project, students will be tasked with creating a series of motion graphics assets, such as animated logos, typography, or data visualizations. Students will need to consider factors such as timing, pacing, and visual impact in order to create effective and engaging motion graphics.
4. "*Game Asset Design Challenge*" - This project will challenge students to create a series of game assets, such as characters, props, and environments, for use in a specific game engine or platform. Students will need to consider factors such as optimization, compatibility, and functionality in order to create assets that work seamlessly within the game.
5. "*Augmented Reality (AR) Experience Design Challenge*" - In this project, students will be tasked with creating a series of digital assets that form the basis of an AR experience, such as a museum exhibit, a product demonstration, or an educational tool. Students will need to consider factors such as interactivity, user experience, and compatibility with AR platforms in order to create an engaging and effective AR experience.

Capstone Project Ideas for Animation Film - 3-5 Min 2D or 3D Animation

1. "*Visual Storytelling Challenge*" - In this project, students will be tasked with creating a 3-5 minute animated film that tells a compelling and emotionally resonant story. Students will need to consider factors such as character development, pacing, and visual impact in order to effectively convey their narrative.
2. "*Experimental Animation*" - This project will challenge students to create a 3-5 minute animated film that experiments with animation techniques, such as stop-motion, rotoscoping, or abstract animation. Students will need to push the boundaries of traditional animation in order to create something truly unique and visually striking.
3. "*Music Video Challenge*" - In this project, students will be tasked with creating a 3-5 minute animated music video that captures the essence of a specific song or musical genre. Students will need to consider factors such as timing, pacing, and synchronization with the music in order to create an engaging and impactful music video.

4. "*Commercial Animation*" - This project will require students to create a 3-5 minute animated commercial for a specific product or service. Students will need to consider factors such as brand identity, target audience, and call-to-action in order to create an effective and persuasive commercial.

5. "*Interactive Animation Experience*" - In this project, students will be challenged to create a 3-5 minute animated experience that allows the audience to interact with the animation in some way. This could include choose-your-own-adventure style branching narratives, interactive games, or virtual reality experiences that incorporate animated elements.

Capstone Project Ideas for a Course on Design of Web/App

(From Concept to Release of an Web/App following the Principles and Best Practices of UX Design)

1. "*User Research and Prototyping*" - In this project, students will be tasked with conducting user research and creating a series of interactive prototypes that test and refine their app or web concept. Students will need to consider factors such as user needs, usability, and user flow in order to create an effective and user-friendly design.

2. "*Responsive Design Challenge*" - This project will require students to create a web or app design that is responsive to different devices and screen sizes, including desktops, tablets, and smartphones. Students will need to consider factors such as layout, font size, and navigation in order to create a design that works seamlessly across multiple devices.

3. "*Gaming App Design*" - In this project, students will be challenged to create a gaming app that incorporates principles of UX design in order to create an engaging and addictive user experience. Students will need to consider factors such as game mechanics, reward systems, and social features in order to create a compelling gaming app.

4. "*E-commerce App or Web Design*" - This project will challenge students to create an e-commerce app or web design that incorporates principles of UX design to create a seamless and enjoyable shopping experience for users. Students will need to consider factors such as navigation, product display, and checkout process in order to create a design that encourages users to make purchases.

5. "*Social Media App Design*" - In this project, students will be tasked with creating a social media app design that prioritizes user engagement and social interaction. Students will need to consider factors such as user profiles, news feeds, and messaging systems in order to create a design that encourages users to connect and share with each other.

Capstone Project Ideas Course on Sound Design

(5-10 Minute of 3D Surround Sound and Spatial Sound and Immersive Experience)

1. "*Audio Fiction Podcast*" - In this project, students will be challenged to create a 5-10 minute audio fiction podcast that tells a compelling and immersive story. Students will need to consider factors such as sound effects, music, and voice acting in order to create an engaging and impactful listening experience.

2. "*Spatial Sound Design Challenge*" - This project will require students to create a 5-10 minute soundscape that incorporates spatial sound design, including 3D surround sound and immersive soundscapes. Students will need to consider factors such as location, perspective, and movement in order to create a convincing and immersive sound experience.

3. "*Audiovisual Installation*" - In this project, students will be tasked with creating an audiovisual installation that combines visual and auditory elements to create a truly immersive experience. Students will need to consider factors such as spatial sound design, projection mapping, and interactivity in order to create a compelling and memorable installation.

4. "*Sound Design for Games*" - This project will challenge students to create a 5-10 minute sound design for a specific video game or interactive experience. Students will need to consider factors such as sound effects, music, and ambient soundscapes in order to create an engaging and immersive sound experience that enhances the gameplay.

5. "*Interactive Audio Experience*" - In this project, students will be challenged to create a 5-10 minute interactive audio experience that encourages the user to engage with the sound in new and creative ways. This could include choose-your-own-adventure style branching narratives, interactive soundscapes, or virtual reality experiences that incorporate sound in unexpected ways.

Capstone Project Ideas for 3D Environment Creation for Games

1. "*Fantasy World Design Challenge*" - In this project, students will be challenged to create a fully realized fantasy world, including environments such as forests, mountains, and castles. Students will need to consider factors such as scale, texture, and lighting in order to create a convincing and immersive world.

2. "*Urban Landscape Design Challenge*" - This project will require students to create a 3D environment that replicates a specific urban landscape, such as a city or town. Students will need to consider factors such as architecture, traffic flow, and urban planning in order to create a realistic and detailed urban environment.

3. "*Sci-Fi Space Station Design*" - In this project, students will be tasked with creating a 3D environment for a sci-fi space station, including interior and exterior environments. Students will need to consider factors such as lighting, gravity, and futuristic technology in order to create a believable and immersive space station environment.

4. "*Natural Disaster Simulation*" - This project will challenge students to create a 3D environment that simulates a natural disaster, such as a hurricane or earthquake. Students will need to consider factors such as weather effects, destruction of buildings and infrastructure, and the impact on the environment and people in order to create a realistic and engaging simulation.

5. "*Historical Reenactment*" - In this project, students will be challenged to create a 3D environment that replicates a specific historical setting, such as a medieval castle or ancient temple. Students will need to consider factors such as architecture, cultural context, and historical accuracy in order to create a convincing and immersive historical environment.

Capstone Project Ideas for Character Design

(At Least Three Characters for a Game Design)

1. "*Fantasy RPG Characters*" - In this project, students will be challenged to create three characters for a fantasy RPG game. Students will need to consider factors such as character backstory, personality, and unique abilities in order to create engaging and memorable characters.

2. "*Post-Apocalyptic Survivor Characters*" - This project will require students to create three characters for a post-apocalyptic survival game. Students will need to consider factors such as character skills, equipment, and backstory in order to create believable and compelling survivor characters.

3. "*Superhero Character Design Challenge*" - In this project, students will be tasked with creating three superhero characters for a video game or comic book. Students will need to consider factors such as character powers, origin stories, and costume design in order to create compelling and visually striking superhero characters.

4. "*Horror Game Monster Design*" - This project will challenge students to create three monster characters for a horror video game. Students will need to consider factors such as monster anatomy, behavior, and backstory in order to create terrifying and memorable monsters that will haunt players' nightmares.

5. *"Animated Film Character Design"* - In this project, students will be challenged to create three characters for an animated film or television show. Students will need to consider factors such as character design, personality, and character arc in order to create engaging and memorable characters that will resonate with audiences.

Capstone Project Ideas for Game Design

(Create Digital Assets for a Game Contextualised for Indian Market)

1. *"Indian Mythology Game Design"* - In this project, students will be challenged to design a game that is based on Indian mythology, such as the Mahabharata or Ramayana. Students will need to consider factors such as character design, storylines, and game mechanics in order to create an engaging and culturally relevant game.
2. *"Cultural Landscape Game Design Challenge"* - This project will require students to create a game that is set in an Indian cultural landscape, such as a bazaar, temple, or historical monument. Students will need to consider factors such as architecture, cultural context, and historical accuracy in order to create an immersive and engaging game.
3. *"Indian Sports Game Design"* - In this project, students will be tasked with designing a game that is based on an Indian sport, such as cricket or kabaddi. Students will need to consider factors such as game mechanics, player skills, and team dynamics in order to create a fun and engaging sports game.
4. *"Social Impact Game Design"* - This project will challenge students to design a game that addresses a social issue relevant to India, such as poverty, gender inequality, or environmental degradation. Students will need to consider factors such as game mechanics, storytelling, and social impact in order to create a game that is both fun and socially relevant.
5. *"Indian Cuisine Game Design Challenge"* - In this project, students will be challenged to design a game that is based on Indian cuisine, such as a cooking game or restaurant management game. Students will need to consider factors such as food preparation, cultural significance, and player experience in order to create a fun and engaging game that celebrates Indian cuisine.

Capstone Project Ideas for a Course on Game Design

(A Detailed Proposal and Storyboard for a Mobile Game-Including Storyline, Character, Level Design)

1. *"Action-Adventure Mobile Game Design"* - In this project, students will be challenged to create a detailed proposal and storyboard for an action-adventure mobile game. Students will need to consider factors such as game mechanics, storyline, character design, and level design in order to create an immersive and engaging game.
2. *"Puzzle Mobile Game Design Challenge"* - This project will require students to create a detailed proposal and storyboard for a puzzle mobile game. Students will need to consider factors such as game mechanics, level design, and player experience in order to create a fun and challenging puzzle game.
3. *"Survival Mobile Game Design"* - In this project, students will be tasked with designing a detailed proposal and storyboard for a survival mobile game. Students will need to consider factors such as player skills, character design, environmental factors, and level design in order to create a challenging and immersive survival game.
4. *"Sports Mobile Game Design Challenge"* - This project will challenge students to create a detailed proposal and storyboard for a sports mobile game. Students will need to consider factors such as game mechanics, player skills, team dynamics, and level design in order to create a fun and engaging sports game.
5. *"Educational Mobile Game Design"* - In this project, students will be challenged to create a detailed proposal and storyboard for an educational mobile game. Students will need to consider factors such as subject matter, game mechanics, player experience, and level design in order to create a fun and informative educational game.

Capstone Project Ideas for Multimedia Content Packaging

(From Concept to Execution on a Chosen Topic that includes all elements: images, sound, video, written text, interaction)

1. "*Interactive Multimedia Storytelling Project*" - In this project, students will be challenged to create an interactive multimedia storytelling project on a chosen topic. Students will need to consider factors such as storytelling techniques, multimedia elements, user engagement, and interactivity in order to create an engaging and immersive multimedia storytelling experience.
2. "*Multimedia Documentary Project*" - This project will require students to create a multimedia documentary on a chosen topic. Students will need to consider factors such as visual storytelling, audio elements, research, and multimedia production techniques in order to create an informative and engaging multimedia documentary.
3. "*Multimedia Marketing Campaign*" - In this project, students will be tasked with creating a multimedia marketing campaign on a chosen topic. Students will need to consider factors such as target audience, multimedia elements, messaging, and user engagement in order to create a successful and effective multimedia marketing campaign.
4. "*Multimedia Journalism Project*" - This project will challenge students to create a multimedia journalism project on a chosen topic. Students will need to consider factors such as research, multimedia production techniques, storytelling, and audience engagement in order to create an informative and engaging multimedia journalism project.
5. "*Interactive Educational Multimedia Project*" - In this project, students will be challenged to create an interactive educational multimedia project on a chosen topic. Students will need to consider factors such as educational objectives, multimedia elements, interactivity, and user engagement in order to create an effective and engaging educational multimedia project.

Capstone Project Ideas for Instructional Design

(20 min eContent/Instructional Interactive Content for Education-Please Avoid One-Person Lecture OR "Talking Heads")

1. "*Gamified Instructional eContent Design*" - In this project, students will be challenged to create a gamified instructional eContent for education. Students will need to consider factors such as game mechanics, instructional design principles, interactivity, and user engagement in order to create a fun and effective instructional eContent.
2. "*Interactive Learning Pathway Design*" - This project will require students to design an interactive learning pathway for education. Students will need to consider factors such as instructional design principles, multimedia elements, user engagement, and interactivity in order to create an effective and engaging learning pathway.
3. "*Visual and Graphic-based eContent Design*" - In this project, students will be tasked with creating a visual and graphic-based eContent for education. Students will need to consider factors such as visual storytelling, graphic design principles, instructional design principles, and user engagement in order to create an effective and engaging visual and graphic-based eContent.
4. "*Multimedia Instructional eContent Project*" - This project will challenge students to create a multimedia instructional eContent for education. Students will need to consider factors such as multimedia elements, instructional design principles, interactivity, and user engagement in order to create an effective and engaging multimedia instructional eContent.
5. "*Mobile Learning App Design*" - In this project, students will be challenged to design a mobile learning app for education. Students will need to consider factors such as instructional design principles, mobile app design principles, user engagement, and interactivity in order to create an effective and engaging mobile learning app.

Capstone Project Ideas for Commercial Ads and PSA

(Creation of Ads for Brands and a PSA for a Social Issue-30 sec to Less than a minute)

1. "Brand Advertisement Creation" - In this project, students will be challenged to create a brand advertisement for a chosen product or service. Students will need to consider factors such as the target audience, brand values, message, and tone in order to create an effective and engaging advertisement.
2. "*Social Issue PSA Creation*" - This project will require students to create a Public Service Announcement (PSA) for a chosen social issue. Students will need to consider factors such as the target audience, message, tone, and call-to-action in order to create an effective and impactful PSA.
3. "*Creative Concept Development for Ads*" - In this project, students will be tasked with developing creative concepts for advertisements. Students will need to consider factors such as the target audience, brand values, message, tone, and creative execution in order to develop compelling and effective ad concepts.
4. "*Media Planning and Buying Strategy for Ads*" - This project will challenge students to develop a media planning and buying strategy for a brand advertisement. Students will need to consider factors such as target audience, media channels, budget, and messaging in order to develop an effective media plan.
5. "*Video Advertisement Creation for Social Media*" - In this project, students will be challenged to create a video advertisement for a brand or social issue that is specifically tailored for social media platforms. Students will need to consider factors such as the target audience, platform-specific considerations, message, and tone in order to create an effective and engaging video advertisement for social media.

Capstone Project Ideas for Web Series

(Detailed Proposal and Storyboard for a Web Series)

1. "*Developing a Unique Web Series Concept*" - In this project, students will be challenged to come up with a unique and original concept for a web series. They will need to develop the story, characters, setting, and tone, as well as outline the overarching plot and themes.
2. "*Writing a Pilot Episode for a Web Series*" - In this project, students will be tasked with writing the pilot episode for a web series. They will need to establish the world, introduce the characters, and set up the central conflict of the series.
3. "*Storyboarding a Web Series Episode*" - This project will require students to create a detailed storyboard for an episode of a web series. They will need to consider elements such as camera angles, shot composition, lighting, and sound design in order to create a visual narrative that is engaging and effective.
4. "*Producing a Web Series Trailer*" - In this project, students will be challenged to create a trailer for a web series that effectively communicates the concept, tone, and style of the series. They will need to use elements such as sound design, music, and editing to create a trailer that is engaging and effective at generating interest in the series.
5. "*Pitching a Web Series to Industry Professionals*" - In this project, students will be challenged to develop a pitch for a web series and present it to industry professionals such as producers or network executives. They will need to effectively communicate the concept, story, and marketability of the series in order to secure interest and investment in the project.

Capstone Project Ideas for Podcast and Radio Production

1. *News Podcast*: Create a 10-15 minute daily news podcast, covering local, national, and international news stories. The podcast should be well-researched, with balanced and objective reporting, and should include interviews with experts and eyewitnesses.

2. *Radio Documentary*: Produce a 20-30 minute radio documentary on a topic of your choice. The documentary should be thoroughly researched, and should use a variety of storytelling techniques to engage listeners. It should also include interviews with experts, eyewitnesses, and other relevant people.

3. *Interview Program*: Develop a 10-15 minute interview program, featuring interviews with notable people from various fields such as science, entertainment, politics, sports, etc. The program should have a consistent theme or focus, and the interviews should be conducted in a professional and engaging manner.

4. *Radio Short Stories*: Create a series of 5-10 minute fictional short stories, with sound effects and music, in various genres such as mystery, horror, comedy, romance, etc. The stories should be well-written and engaging, with strong characters and plotlines.

5. *Radio Talk Show*: Develop a 30-45 minute talk show, discussing current events, politics, culture, and other relevant topics. The show should have a unique and engaging format, and should include expert guests, callers, and audience interaction.

Capstone Project Ideas for Color Management

(For Record Both the Original and the Color Corrected/Graded Videos should be presented)

1. *Color grading of a short film*: Students can choose a short film of 5-10 minutes in length and apply color grading techniques to enhance the visual storytelling. This project can focus on creating a particular mood or atmosphere for the film.

2. *Restoring an old film clip*: Students can choose an old film clip of about 15-20 minutes in length and work on restoring the colors to its original vibrancy using color correction techniques. This project can help students understand the importance of preserving old film clips and how color management plays a crucial role in the process.

3. *Color management for advertising*: Students can work on a commercial advertising project for a particular brand and apply color management techniques to enhance the visual appeal of the product or service. This project can focus on creating a particular color palette to suit the brand's identity.

4. *Color management for animation*: Students can work on a 3D or 2D animation project and apply color management techniques to create a visually stunning and immersive experience. This project can focus on creating a particular color palette to suit the animation's style and mood.

5. *Color management for virtual reality*: Students can work on a virtual reality project and apply color management techniques to create an immersive and realistic experience for the users. This project can focus on creating a particular color palette to suit the virtual environment and the mood it wants to evoke.

Capstone Project for Video Game Analysis

(Students will Prepare a Detailed Report on the Process and Outcomes of Video Game Analysis)

1. *Analyze the Evolution of a Video Game Genre*: Pick a genre like first-person shooters, real-time strategy, or role-playing games and analyze how it has evolved over at least 3 games in the genre. Discuss innovations, technologies, themes, narratives, and gameplay.

2. *Compare and Contrast Two Popular Video Game Franchises*: Pick two major franchises from the same genre and compare their settings, characters, gameplay, monetization models, themes, and impact on gaming culture. Discuss their similarities and differences.

3. *Evaluate the Design of an Award-Winning Video Game*: Play through an award-winning or critically acclaimed video game and analyze its design including level design, UI/UX design, gameplay, visuals, audio, story, and mechanics. Discuss what makes its design so effective.

4. *Analyze the Business Model of a Video Game Company:* Pick a major video game company and analyze their business model including how they make money, their target customers, their intellectual properties, how they adapt to industry changes, their key partnerships, and risks to their business model.
5. *Discuss the Impact of Virtual Reality or Augmented Reality on Gaming:* Analyze how technologies like virtual reality and augmented reality have impacted the video game industry. Discuss key games in these areas, challenges to adoption, future possibilities, and how the gaming experience is enhanced.
6. *Debate a Controversial Issue in Video Games:* Pick a controversial issue like video game violence, addiction, microtransactions, or representation of marginalized groups and present an evidence-based debate on both sides of the issue. Discuss implications for policymakers, parents, and the gaming industry.
7. *Discuss the History and Impact of a Historic Video Game Console:* Pick a historically significant video game console like the Atari 2600, Nintendo Entertainment System, Sony PlayStation, or Microsoft Xbox and analyze its history, specifications, competition at the time, major games, impact on the industry, and legacy.
8. *Analyze Video Game Marketing and Merchandising Strategies:* Evaluate the marketing and merchandising strategies of a major video game including things like trailers, social media campaigns, influencer marketing, demos, branding, product placement, cross-promotions, licensing, and merchandising. Assess the effectiveness of these strategies.
9. *Discuss Trends in the Video Game Industry:* Analyze major trends currently happening in the video game industry like streaming services, virtual reality, esports, mobile gaming, remakes/remasters, etc. Speculate on the future of the industry based on these trends.
10. *Design Your Own Video Game:* Design the basics of your own video game including genre, setting, characters, gameplay, monetization model, technology platform, and target audience. Create concept art and describe the key features of your design. Discuss challenges in bringing your video game idea to market.

Capstone Project Ideas for Approaches to Media Text Analysis

(Students will write a 5000 Word Research Paper (Including References) based on the Media Analysis)

11. *Comparative Analysis of News Media Through Different Approaches:* Choose several news articles or reports from various sources and analyze them using Marxist, semiotics, sociological, and psychoanalytic perspectives. Compare and contrast the insights gained through each approach, discussing the strengths and limitations of each method in understanding the underlying messages and biases in the news media.
12. *Deconstructing Advertisements: A Multidisciplinary Approach:* Select a series of advertisements from various media platforms (e.g., print, television, and digital). Analyze each advertisement using the Marxist, semiotics, sociological, and psychoanalytic frameworks. Synthesize your findings to develop an understanding of the impact of each analysis method on interpreting the hidden messages and intended effects of the advertisements.
13. *Analyzing Pop Culture Through Multiple Lenses:* Choose a popular television show, film, or book and analyze it using the Marxist, semiotics, sociological, and psychoanalytic frameworks. Examine the themes, characters, and narrative techniques employed, and discuss

- how each analytical approach contributes to a deeper understanding of the chosen media text.
14. *Examining Social Movements in Media Representation:* Description: Investigate the media coverage of a social movement (e.g., environmentalism, gender equality, or racial justice) by applying the Marxist, semiotics, sociological, and psychoanalytic analysis methods. Assess how each approach reveals different aspects of the movement's portrayal, as well as any underlying biases or assumptions in the media coverage.
 15. *A Case Study of Propaganda Techniques in Political Campaigns:* Select a political campaign from the past or present and analyze its media materials (e.g., speeches, advertisements, and social media posts) using the Marxist, semiotics, sociological, and psychoanalytic frameworks. Examine the various propaganda techniques employed, and discuss the implications of these findings for understanding the influence of media on public opinion and the democratic process.

Capstone Project for Multimedia Presentation On Media Culture in Tamil Nadu

(Multimedia Presentation on Animated Timeline of History of Tamil Media or Multimedia Presentation on Tamil Culture. Society, Politics etc.)

1. *Create an Animated Timeline of the History of Tamil Media:* Develop an animated multimedia timeline highlighting key events, publications and technological milestones in the historical development of Tamil media. Discuss insights gained into the evolution of Tamil media.
2. *Design an Immersive Exhibit on Tamil Culture:* Produce an interactive multimedia exhibit educating visitors on an aspect of Tamil culture, politics or society. Incorporate visuals, audio, video and community artifacts. Address key challenges in crafting an engaging learning experience.
3. *Compose a Video on Social Issues in Tamil Society:* Create a video documentary addressing a critical social issue affecting Tamil communities. Conduct interviews with key stakeholders and discuss the broader implications of the issue. Propose solutions or call audience to action.
4. *Develop a Multimedia Campaign for a Tamil Cause:* Design a multimedia advocacy campaign for a cause that impacts Tamil people groups. Discuss strategy including key messaging, media platforms used, partnerships, and calls-to-action. Evaluate the campaign's impact and effectiveness.
5. *Teach a Workshop on Tamil Cultural Expression:* Develop curriculum and teach a workshop educating participants about a Tamil cultural expression like music, dance, visual art, poetry or drama. Share the history, key attributes and methods for that art form. Discuss how it represents or impacts Tamil culture and values.
6. *Analyze Portrayal of Tamils in Popular Media:* Review and analyze how Tamils are represented in mainstream Indian media and cinema. Discuss positive and negative portrayals, tropes used, prevalence of stereotypes and the impact of media representation on public perceptions of Tamils. Propose recommendations to improve authentic and multi-dimensional representation.
7. *Review Tamil Literature or Cinema:* Choose a work of Tamil literature, poetry or cinema and provide an in-depth multimedia analysis. Discuss themes, artistic achievements, historical or

social context and cultural impact. Share how it represents values and challenges of Tamil society.

8. *Profile an Influential Figure in Tamil History or Politics:* Create a multimedia profile of a significant figure who influenced Tamil society, politics, arts or culture. Discuss their key achievements, leadership, worldview, and legacy. Share how their life shaped the Tamil experience.

9. *Discuss Current Events Impacting Tamils:* Provide a multimedia analysis of current events significantly impacting Tamil communities in India or the diaspora. Discuss the events, key players and various perspectives. Analyze both challenges and opportunities presented, especially relating to Tamil identity, values and governance.

10. *Develop Tamil Language Learning Resources:* Create multimedia resources for learning Tamil language including audio, visual and interactive media. Discuss how the resources address different learning styles and proficiency levels to effectively teach Tamil. Evaluate the resources' cultural sensitivity and accuracy.

SEMESTER:VI	23UWISE65	CREDIT:3
PART: III	Virtual Production (Theory)	HOURS:5

Course Description

This course on Virtual Production is designed for professionals with a comprehensive understanding of real-time video content and its impact on live visual entertainment. The course is divided into five units, covering topics such as the foundations of real-time video content, real-time content generation applications, augmented reality, and extended reality.

Participants will learn the technical and creative aspects of real-time content production, including the use of generative content, software and game engines, and custom code. They will explore different applications for real-time content generation, such as LED stages/volumes, XR stages, and modern green screens, and examine the use of real-time content in online events, hybrid audiences, and AR for live events.

The course will cover the advantages of real-time content production, including the "no-render" advantage and creative flexibility, and explore its use in live signal manipulation, interactive content production, and camera perspective generated content. Participants will also learn about the use of extended reality and mixed reality in frontend and backend operations, and examine the future of real-time content in immersive environments and volumetric content.

Throughout the course, participants will develop their skills in team leadership and structure, inter-department communication, and collaborative relationships in real-time content production. They will also learn about production planning, client planning, budgeting, and schedule planning in real-time content production, as well as the review and reiteration process, preparation, process, delivery, and opinion.

By the end of the course, participants will have gained a comprehensive understanding of the technical and creative aspects of real-time content production and its applications in Real-Time Video Content Production. They will have acquired the skills to plan, execute, and manage real-time content production projects, and will be prepared for careers in the Real-Time Video Content Production industry.

Course Objectives

1. Upon completion of this course, participants will be able to:
2. Demonstrate a comprehensive understanding of real-time video content and its impact on livevisual entertainment in Real-Time Video Content Production.
3. Apply technical and creative skills in real-time content generation, including the use ofgenerative content, software and game engines, and custom code.
4. Develop the ability to plan, execute, and manage real-time content production projects,including client planning, budgeting, and schedule planning.

5. Analyze the challenges and solutions in using real-time content in production, including inter-department communication and collaborative relationships.
6. Evaluate the future of real-time content in immersive environments and volumetric content, and demonstrate an understanding of the emerging technologies and industries in real-time content production.

Detailed Syllabus for Video Content Production:

Unit 1: Introduction

The Importance of Real-Time Video Content

Understanding the impact of real-time video content on live visual entertainment

Exploring the use of real-time video content in Real-Time Video Content Production

What this course will cover

Foundations of Real-Time Video Content

Defining real-time video content and its importance in Real-Time Video Content Production

Understanding how computers display images

Examining the use of generative content and software/game engines in real-time content generation

Foundations of Real-Time Video Content

Understanding broadcast and studio image compositing

Exploring the use of real-time content in sports and background replacement

Examining the challenges and solutions in using real-time content in production

Real-Time Content Generation Applications

Exploring different applications for real-time content generation, including custom code, processing, and effects engines

Understanding the use of node-based and game engines in real-time content generation

Beyond computer graphics: exploring the use of real-time content in other industries

Unit 2: Foundations Codes

Real-Time Content Entertainment Applications

Understanding the use of real-time content in LED stages/volumes, XR stages, and modern green screens

Exploring the use of real-time content in online events and hybrid audiences

Examining the use of AR for live events

Touch Designer Based Software Solution for AR Applications

Understanding the use of Touch Designer for AR applications

Exploring the creative possibilities of real-time content production in AR Examining the challenges and solutions in using real-time content in AR production

Production

Understanding the advantages of real-time content production, including the "no-render" advantage and creative flexibility

Exploring the use of real-time content in live signal manipulation and interactive content production

Understanding how real-time content can be environmentally responsive and generate camera perspective generated content

Augmented Reality and Volumetric Future

Understanding the use of augmented reality in virtual graphic imagery, scenic augmentation, human tracking and motion capture, and project timeline

Examining the technical and creative pipeline in the use of real-time content in augmented reality

Exploring the future of real-time content in immersive environments and volumetric content

Unit 3: Real-Time Video Content Production Stage

Extended Reality and Mixed Reality

Understanding the use of extended reality and mixed reality in frontend and backend operations

Examining the use of AR and depth sensing in mixed reality

Understanding the difference between LED and green screen technology in extended reality

The Future of Real-Time Content

Exploring emerging industries and technologies in real-time content production

Examining the use of real-time content in interactive installations and immersive experiences

Understanding the importance of technical and creative feasibility studies in real-time content production

Real-Time Content Production Strategies

Understanding the choice of real-time engine and requirements in real-time content production

Examining the use of real-time content in previz and interactive audio setup

Exploring the creative development and onsite installation of real-time content

Strategies Using Real-Time Content

Understanding team leadership and structure in real-time content production

Examining the role of different departments in real-time content production, including scenic design/art department/virtual art department, lighting design, and audio

Understanding the importance of inter-department communication and collaborative relationships in real-time content production

Unit 4: Production Management

Production Planning

Understanding the importance of client planning, budgeting, and schedule planning in real-time content production

Examining the workflow outline, scenic and storyboard review, and creative discussions in real-time content production

Understanding team resources and delivery expectations in real-time content production

Build and Publish Content Production Workflow

Understanding the development and testing phase of real-time content production

Examining the review and reiteration process in real-time content production

Understanding the importance of preparation, process, delivery, and opinion in real-time content production

Obstacles to Success

Unit 5: Themes and Issues and Case Studies

Understanding the importance of community education and intentional practice in real-time content production

Examining the challenges of digital perception and time consumption in real-time content production

Understanding the importance of team growth and wellness in real-time content production

Creative First: Technology Serves Creative Intent

Understanding the importance of creative intent in real-time content production

Exploring the use of real-time content production tools and capabilities in service of creative goals

Understanding the VFX map for real-time content in Real-Time Video Content Production

Case Studies in Real-Time

Course Outcomes

1. Create real-time video content that meets the technical and creative requirements for Real-Time Video Content Production.
2. Analyze and evaluate the use of real-time content in different applications, including LED stages/volumes, XR stages, and modern green screens.
3. Design and execute real-time content production projects, including client planning, budgeting, and schedule planning.
4. Collaborate effectively with different departments and teams in real-time content production, including scenic design/art department/virtual art department, lighting design, and audio.
5. Evaluate emerging technologies and industries in real-time content production, and identify opportunities for innovation and growth in Real-Time Video Content Production.

Mapping Course Objectives (CO) and Program Specific Objectives (PSO):

PSOs/COs	CO1	CO2	CO3	CO4	CO5
PSO 1	3	3	2	3	3
PSO 2	2	3	3	3	2
PSO 3	3	3	3	3	3
PSO 4	3	3	3	3	3
PSO 5	3	2	3	1	3

Key Textbook

Frank, L. (2019). *Screens Producing & Media Operations: Advanced Practice for Media Server and Video Content Preparation*. CRC Press.

Brewer, J., Ruberg, B., Cullen, A. L. L., & Persaud, C. J. (2023). *Real Life in Real Time: Live Streaming Culture*. MIT Press.

Herling, J. (2014). *Advanced Real-Time Manipulation of Video Streams*. Springer.

Richards, P. (2020). *The Virtual Ticket: The Event Manager's Guide to Live Streaming Engaging Virtual Events*. StreamGeeks.

References

Frank, L. (2019). *Screens Producing & Media Operations: Advanced Practice for Media Server and Video Content Preparation*. CRC Press.

Brewer, J., Ruberg, B., Cullen, A. L. L., & Persaud, C. J. (2023). *Real Life in Real Time: Live Streaming Culture*. MIT Press.

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Ubell, R. (2016). *Going Online: Perspectives on Digital Learning*. Routledge.

Vai, M., & Sosulski, K. (2015). *Essentials of Online Course Design: A Standards-Based Guide*. Routledge.

Brewer, J., Ruberg, B., Cullen, A. L. L., & Persaud, C. J. (2023). *Real Life in Real Time: Live Streaming Culture*. MIT Press.

Herling, J. (2014). *Advanced Real-Time Manipulation of Video Streams*. Springer.

Richards, P. (2020). *The Virtual Ticket: The Event Manager's Guide to Live Streaming Engaging Virtual Events*. StreamGeeks.

Ubell, R. (2016). *Going Online: Perspectives on Digital Learning*. Routledge.

Vai, M., & Sosulski, K. (2015). *Essentials of Online Course Design: A Standards-Based Guide*. Routledge.

Web Resources

Journal of Virtual Reality and Broadcasting -
<https://www.jvr.org/> Journal of Computer Graphics Techniques -
<https://jcgt.org/> Virtual Worlds Research - <http://vwresearch.org/>
ACM Transactions on Graphics - <https://dl.acm.org/journal/tog>
Real-Time Video Content Production Industry Forum -
<https://virtualproduction.com/VR/AR> Association - <https://www.thevrara.com/>
Digital Production Partnership -
<https://www.digitalproductionpartnership.co.uk/> Visual Effects Society -
<https://www.visualeffectssociety.com/>
Interactive Multimedia & Collaborative Communications Alliance - <http://www.imcca.org/>

SEMESTER:VI	23UVISF66: Professional Competency Skill	CREDIT:2
PART: IV	Cybersecurity Training for Media Professionals (Theory)	HOURS:2

Course Description

This course on Cyber Security for Media Professionals is designed to provide an understanding of the need and scope for cyber security in today's world. The course covers cyber security awareness for journalists and the increasing threat landscape of cybercrime, including information and cyber warfare. Participants will learn about cyber security terminologies, such as cyberspace, attack vector, vulnerability, and hacker, and also about non-state actors, cyber terrorism, critical IT and national critical infrastructure, cyber warfare, and case studies.

The course delves into different forms of cybercrime, such as cybercrimes targeting computer systems, online scams and frauds, cyberbullying, website defacement, and cybercrime against persons. Participants will also learn about information security, social media scams and frauds, and protecting personal information.

The course highlights cybercrime laws and enforcement, platforms for reporting cybercrime, and the procedures involved in crime reporting. Participants will also gain knowledge about protecting personal information, defining data, data privacy and data security, and data protection principles.

Lastly, the course will cover cyber security management, compliance, and governance, including cyber security plan, policy, and crises management plan, risk assessment, types of security controls, privacy awareness and training, and the national cyber security policy and strategy.

Course Objectives

1. To understand the importance of cybersecurity in the media industry.
2. To identify the essential components of cybersecurity.
3. To analyze the cybersecurity threat landscape.
4. To evaluate different types of cybercrime.
5. To create a cybersecurity plan and crisis management strategy.

Detailed Syllabus

Unit 1: Introduction to Cybersecurity

Understanding the Importance of Cybersecurity in the Media Industry

Essential Components of Cybersecurity

Overview of the Cybersecurity Threat Landscape

Types of Cybercrime

Remedial and Mitigation Measures

Unit 2: Understanding Cybercrime

Overview of Cybercrime

Common Types of Cybercrime

Understanding Data Privacy and Security

Overview of E-Commerce and Digital Payments Security

Cybercrime Reporting and Cyber Law

Unit 3: Cybersecurity in the Digital Age

Overview of Social Media and its Security

Cybersecurity of Digital Devices

Tools and Technology for Cybersecurity

Cybersecurity Plans and Crisis Management

Security Controls

Unit 4: Risk-Based Assessment and Compliance

Risk-Based Assessment and Audit

Overview of Cybersecurity Compliance

Best Practices for Cybersecurity

Do's and Don'ts for Cybersecurity

Platforms for Reporting and Combating Cybercrime

Unit 5: Practical Hands-On Exercises

Installing and Configuring Cybersecurity Tools

Implementing Security Controls

Conducting a Risk-Based Assessment

Responding to a Cybersecurity Incident

Developing a Cybersecurity Plan and Crisis Management Strategy

Course Outcomes:

1. Describe the importance of cybersecurity in the media industry.
2. Identify the essential components of cybersecurity.
3. Analyze the cybersecurity threat landscape and assess potential risks.
4. Evaluate different types of cybercrime and their impact on the media industry.
5. Create a comprehensive cybersecurity plan and crisis management strategy.

Mapping

	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
CO 1	2	3	3	2	2
CO 2	3	2	2	3	1
CO 3	1	2	3	1	2
CO 4	2	3	3	2	1
CO 5	2	3	3	2	3

Key Textbooks

1. Goodrich, M. T., Tamassia, R., & Goldwasser, M. H. (2019). Introduction to computer security. Addison-Wesley.
2. Bartol, A., & Bartol, A. (2018). Cybersecurity for Journalists: A Guide to Digital Security for News Professionals. Routledge.
3. Wilcox, P. (2015). Media Cybersecurity: A Journalist's Guide to Digital Security. Routledge.

References:

1. Graham, B. (2016). Cybersecurity for Journalists: Protecting Yourself and Your Sources in the Digital Age. Focal Press.
2. Clarke, R. (2015). Cyber War: The Next Threat to National Security and What to Do About It. Ecco.
3. Healey, J., & Boulanger, P. (2018). The Cybersecurity Canon: Annotated Books Every Security Professional Should Read. Elsevier.
4. Boulanger, P. (2017). Cybersecurity: A Workplace Strategy. Elsevier.

Web Resources:

1. National Cyber Security Centre - "Understanding Cyber Security" <https://www.ncsc.gov.uk/information/understanding-cyber-security> [Accessed on 2023-02-05]
 2. Cybersecurity and Infrastructure Security Agency - "What is Cybersecurity?" <https://www.cisa.gov/what-is-cybersecurity> [Accessed on 2023-02-05]
 3. The Cybersecurity and Infrastructure Security Agency (CISA) - "Understanding Cyber Threats" <https://www.cisa.gov/understanding-cyber-threats> [Accessed on 2023-02-05]
 4. US-CERT - "Cybersecurity Threats & Trends" <https://www.us-cert.gov/ncas/current-activity> [Accessed on 2023-02-05]
- SANS Institute - "Introduction to Cybersecurity" <https://www.sans.org/security-awareness/resources/introduction-cybersecurity> [Accessed on 2023-02-05]

SEMESTER:VI PART: V	23UVISX67: EXTENSION ACTIVITY	CREDIT:1 HOURS:-
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(Refer to the Regulations)