

Regulations 2024 - 25 for Undergraduate Programme

Learning Outcomes Based Curriculum Framework - (LOCF) model with Choice Based Credit System (CBCS)

Programme: B.Sc. Visual Communication Programme Code: BVC

(Applicable for the Students admitted during the academic year 2024 - 25 onwards)

Eligibility

Candidates for admission to the first year of the **Bachelor of Science in Visual Communication** Degree Programme shall be required any of the following:

- Students should have passed his HSC (10+2) examination from a recognized board in India.
- Students should have passed the Higher Secondary Examination (12th Standard) conducted by the Government of Tamil Nadu from any group or an examination accepted equivalent by the Academic Council of India.
- A pass in SSLC with a Diploma (10 + 3) from a recognized board by the Government of Tamil Nadu.

Programme Learning Outcomes (PLOs)

The successful completion of the BSc.Visual Communication programme shall enable the students

PLO1	Mastering oral, written, graphical, and technical communication to gain competency in Graphic Design, Digital Filmmaking, and AR & VR production.
PLO2	Ability to generate innovative and impactful visual solutions for evolving Information Technology and Visual Communication needs.
PLO3	Apply critical, analytical, and creative thinking in UI & UX Design, Web & Game Design, and Animation.
PLO4	Determine and adapt production procedures in modern Print and Digital Media, adhering to professional ethics and social responsibility to meet industry demands.
PLO5	Foster industry-ready professionals and entrepreneurs equipped with AI tools, Creative thinking, and Digital imaging skills, driven by a passion for lifelong learning.

B.Sc. Visual Communication

Distribution of Credits and Hours for all the Semesters

Part	Course CategoryNo. of CoursesHoursCredits		lits	Total credits	Semester			
Ι	Language	4	4 X 4	16	4 X 3	12	12	1-4
Π	English	4	4 X 4	16	4 X 3	12	12	1-4
	Core Theory (5 hrs /Week)	8	8 X 5	40	8 X 4	32		1-5
	Core Theory (4 hrs /Week)	1	1 X 4	4	1 X 3	3		4
	Core Theory (6 hrs /Week)	1	1 X 6	6	1 X 4	4		6
	Core Lab (5 hrs / Week)	9	9 X 5	45	9 X 3	27		1,2,4,5,6
	Core Lab (4 hrs / Week)	1	1X4	4	1X3	3		3
III	Allied Lab (4 hrs / Week)	2	2 X 4	8	2 X 3	6	100	3,4
	Allied Lab (3 hrs / Week)	2	2 X 3	6	2 X 3	6		1,2
	Electives (5 hrs)	2	2 X 5	10	2 X 3	6		5,6
	Project (7 hrs / Week)	1	1 X 7	7	1 X 5	5		6
	Internship	1	-	-	1 X 2	2		5
	Skill Enhancement (SEC)	3	3 X 2	6	3 X 2	6		3,4,6
	Foundation Course (FC)	3	3 X 2	6	3 X 2	6		1,2,3
	Ability Enhancement Compulsory Course (AECC)	3	3 X 2	6	3 X 2	6		1,2,4
IV	Ability Enhancement Compulsory Course (AECC) - Online Course MOOC	1	-	-	1 X 2	2	14	3
V	Liberal Arts - Extension Activity	-	-	-	2	2	2	4
	Total	46		180		140	140	

	Part I		Part II		Part III		Part IV		Part V		Total	
Semester	Hrs.	Credits	Hrs.	Credits	Hrs.	Credits	Hrs.	Credits	Hrs.	Credits	Hrs.	Credits
1	4	3	4	3	18	14	4	4	-	-	30	24
2	4	3	4	3	18	13	4	4	-	-	30	23
3	4	3	4	3	20	16	2	4	-	-	30	26
4	4	3	4	3	20	15	2	2	-	2	30	25
5	-	-	-	-	30	22	-	-	-	-	30	22
6	-	-	-	-	30	20	-	-	-	-	30	20
Total	16	12	16	12	136	100	12	14	-	2	180	140

Consolidated Semester wise and Component wise Hours and Credits Distribution

Curriculum
B.Sc. Visual Communication

	Semester – 1								
Course		Course		Hrs. / week	E	xamin	ation		-
Code	Part	Category	Course Name		Duration in hrs.	Max Mar			Credits
24TAM11L	Ι		Tamil - I			CIA	ESE	Total	
24HIN11L	Ι	Language - I	Hindi - I	4	3	25	75	100	3
24MAL11L	Ι	Language - I	Malayalam - I	+	5	23	/3	100	5
24FRE11L	Ι		French - I						
24ENG12L	II	English - I	English - I	4	3	25	75	100	3
24BVC13C	III	Core - I	Introduction to Visual Communication	5	3	25	75	100	4
24BVC14C	III	Core - II	Design Thinking and Process	5	3	25	75	100	4
24BVC15P	III	Core Lab - I	Lab: Visual Arts	5	6	40	60	100	3
24BVC16P	III	Allied Lab - I	Lab: Digital Drawing and Painting	3	3	40	60	100	3
24ENV1FC	IV	FC – I	Environmental Studies	2	2	50	_	50	2
24QUA1AE	IV	AECC - I	Quantitative Aptitude	2	2	-	50	50	2
	Total							700	24

	Semester – 2								
Course Code	Dont	Course	Course Name	Hrs./	, Ex	amir	nation	l	Credits
Course Coue	rait	Category	Course Manie	week	Duration		lax M		Creuits
					in hrs.	CIA	ESE	Total	
24TAM21L	Ι		Tamil – II						
24HIN21L	Ι		Hindi – II		3	25	75	100	2
24MAL21L	Ι	Language - II	Malayalam – II	- 4			75	100	3
24FRE21L	Ι		French – II						
24ENG22L	II	English - II	English – II	4	3	25	75	100	3
24BVC23C	III	Core - III	Advertising & Branding	5	3	25	75	100	4
24BVC24P	III	Core Lab - II	Lab: 2D Animation & 3D Modeling	5	6	40	60	100	3
24BVC25P	III	Core Lab - III	Lab: Photography and Image Editing	5	3	40	60	100	3
24BVC26P	III	Allied Lab -II	Lab: Living with People	3	3	40	60	100	3
24HUM2FC	IV	FC - II	Human Rights	2	2	50	_	50	2
24SOF2AE	IV	AECC - II	Soft Skill	2	2	-	50	50	2
	Total			30				700	23

Semester - 1

Part – I : Language I

(All the Undergraduate Programmes)

Course Code	Course Name	Category	Hours / Week	Credits
24TAM11L	Tamil - I	Part - I	4	3

Course Objectives

The course intends to cover

- இலக்கிய வளர்ச்சியை அறிந்துகொள்ளுதல்
- இலக்கியம் படைக்கும் திறன்
- இலக்கிய இலக்கண உரைசெய்தல்
- திறனாய்வு முறையினைக் கற்றுத்தேர்தல்

Course Learning Outcomes

On the successful completion of the course, students will be able to

CLO	CLO Statements	Knowledge Level
CLO1	புதுக்கவிதையின் மூலம் வாழ்வியல் விழுமியங்களை உணர்ந்து கொள்ளுதல்.	K1, K2
CLO2	சிறந்த மற்றும் வாழும் கவிஞர்களை அறிந்துகொள்ளுதல்.	K2, K3
CLO3	சிறந்த படைப்பாளர்களின் சிறுகதையில் வெளிப்படும் சமூகச்சிந்தனைகளை அறிந்து விழிப்புணர்வைப் பெறுதல்.	К3
CLO4	தற்கால இலக்கியங்களான புதுக்கவிதை, சிறுகதை தோன்றி வளர்ந்த பின்புலத்தை அறிதல்.	K1, K3
CLO5	மொழியைப் பிழையின்றி பேச, எழுத, கற்கத் தேவையான தமிழ் இலக்கணத்தின் இன்றியமையாமையை உணர்தல். நடைமுறை வாழ்வியலுக்குத் தேவைப்படும் ஆங்கிலக் கடிதத்தைத் தமிழாக்கம் செய்தலுக்கான பயிற்சி பெறுதல்.	K2, K3
	K1 - Remember; K2 - Understand; K3 – Apply	

Unit	Content	No. of Hours
Ι	 (நாட்டுப்பற்று) 1. உலகத்தை நோக்கி வினவுதல் - பாரதியார் 2. பாரதிதாசன் கவிதைகள் - பாரதிதாசன் மழ்ப்பேறு 3. ஒற்றுமையே உயிர்நிலை - கவிமணி 4. தேவதேவன் கவிதைகள் - தேவதேவன் சாலையும் மரங்களும் செருப்பும் புதிய வீடு 5. ஆலாபனை - கவிக்கோ அப்துல் ரகுமான் போட்டி பாதை 6. புத்தகச் சந்தை - கவிஞர் வாலி 	14
II	(சமூகம்) 1. எட்டாவது சீர் ஈரோடு தமிழன்பன் 2. தொலைந்து போனேன் - கவிஞர் தாமரை 3. திருநங்கைகள் காகிதப் பூக்கள் - நா. காமராசன் 4. மரங்களைப் பாடுவேன் - வைரமுத்து 5. புள்ளிப் பூக்கள் (ஹைக்கூ) - அமுத பாரதி 6. நாட்டுப்புறப் பாடல்கள் • தாலாட்டுப் பாடல், தெம்மாங்கு பாடல், உழவுத்தொழில்	14
III	 (சிறுகதை) 1. அகல்யை - புதுமைப்பித்தன் 2. சுமைதாங்கி - ஜெயகாந்தன் 3. அம்மா ஒரு கொலை செய்தாள் - அம்பை 4. சோற்றுக் கணக்கு - ஜெயமோகன் 5. தூரத்து உறவு - வைரமுத்து 	12

Part – I: Tamil – I

Unit	Content	No. of Hours
	(இலக்கிய வரலாறு)	
	1. மரபுக்கவிதையின் தோற்றமும் வளர்ச்சியும்	
IV	2. புதுக்கவிதையின் தோற்றமும் வளர்ச்சியும்	10
	3. ஹைக்கூ கவிதையின் தோற்றமும் வளர்ச்சியும்	
	4. சிறுகதையின் தோற்றமும் வளர்ச்சியும்	
	(இலக்கணம்)	
	1. எழுத்துக்கள் (முதல் எழுத்துக்கள், சார்பெழுத்துக்கள்)	
v	2. எழுத்துக்களின் பிறப்பு	10
V	3. மாத்திரைகள்	10
	4. பயிற்சிக்குரியன - மொழிப்பெயர்ப்பு	
	(ஆங்கிலத்திலிருந்து தமிழுக்கு மொழிப்பெயர்த்தல்)	
	Total	60

Ref	Reference Books						
1	பாரதி பாடல்கள் ஆய்வுப் பதிப்பு, பேரா. ம ரா போ குருசாமி,(2016) தமிழ்ப் பல்கலைக்						
1	கழகம், தஞ்சாவூர்						
2	ஆலாபனை, அப்துல் ரகுமான்,(2000) கவிக்கோ பதிப்பகம்						
3	தாமரை கவிதைகள், தாமரை, (2012) நியூ செஞ்சுரி புக் ஹவுஸ்						
4	தமிழ் இலக்கிய வரலாறு, மு வரதராசனார், (2021) சாகித்திய அகாதெமி பதிப்பு						
5	புதிய வெளிச்சத்தில் தமிழ் இலக்கிய வரலாறு, முனைவர் க பஞ்சாங்கம், (2017)						
5	அன்னம் வெளியீட்டு						
6	தமிழ் இலக்கிய வரலாறு, முனைவர் கா கோ வேங்கடராமன்,(2008) கலையக வெளியீடு						
7	நல்ல தமிழ் எழுத வேண்டுமா?, அ கி பரந்தாமனார் எம். ஏ., (2002)அல்லி நிலையம்						
8	100 சிறந்த சிறுகதைகள் (தொகுதி 1 & 2) தொகுப்பு: எஸ் ராமகிருஷ்ணன் (2006)						
0	பதிப்பகம்: தேசாந்திரி பதிப்பகம்						
9	தமிழ் இலக்கணம் எளிய அறிமுகம் , கோ குமரன் (2010) சந்தியா பதிப்பகம்						
10	நாட்டுப்புற இயல் ஆய்வு, சு சக்திவேல்,(2012) மணிவாசகர் பதிப்பகம்						

Part – II : English -I

(All the Undergraduate Programmes)

Course Code	Course Name	Category	Hours / Week	Credits
24ENG12L	English - I	Part - II	4	3

Course Objectives

The course intends to cover

- Various genres of literature.
- Active and passive vocabulary.
- Usage of Grammar and Communication.

Course Learning Outcomes

On the successful completion of the course, students will be able to

CLO CLO Statements		Knowledge Level
CLO1	Identify aesthetic sense and appreciate poetry, enhancing creativity and understanding relevant to professional environments.	K1
CLO2	Understand diverse styles of prose, facilitating versatility in writing and inculcating interpersonal skills.	K2
CLO3	Apply the characters and the narrative techniques in creative writing and content creation ethically.	K3
CLO4	Employ vocabulary and grammatical proficiency in communication to enhance clarity in workplace interactions.	К3
CLO5	Enhance overall communication competence. Practicing these skills in combination reinforces learning and provides students with opportunities to use the language in authentic contexts.	K3
	K1 - Remember; K2 - Understand; K3 - Apply	

Unit	Content	No. of Hours
Ι	 Poetry : Nature 1. I Wandered Lonely as a Cloud - William Wordsworth 2. The Sparrow - Paul Laurence Dunbar 3. Stopping by woods on a snowy Evening – Robert Frost 	12
Π	 Prose : Friendship 1. The Man in Black - Oliver Goldsmith 2. Of Friendship - Francis Bacon 3. The Blessing of Friends - Sir John Lubbock 	12
III	 Short Stories: Morality 1. The Necklace – Guy de Maupassant 2. The Lottery - Shirley Jackson 3. The Monkey's Paw - W. W. Jacobs 	12
IV	 Language Competency: Vocabulary 1. Vocabulary : Synonyms, Antonyms, Word Formation 2. Appropriate use of Articles and Parts of Speech 3. Error correction 	12
V	 English for Communication 1. Listening for General and Specific Information. 2. Self - Introduction, Introducing others, Greetings. 3. Reading a prose passage, Reading a poem and Reading a short story 4. Descriptive writing – writing a short descriptive essay of two to three paragraphs. 	12
	Total Hours	60
Text B	Books	
1.	Zama, M. (2004). Poetry Down the Ages. Orient Blackswan.	
2.	Goldsmith, O. (1869). The Works of Oliver Goldsmith. J. Dicks	
3.	Bacon, F., & Montagu, B. (1857). The Works of Francis Bacon (Vol. 1). Parry & McM	illan.
Refere	ence Books	
1.	Kumar, V. T. Bhavani, Durga.K. Srinivas.YL. (2018). English in use - A textbook for College Students. (English, Paperback).	
2.	Swan, M. (2005). Practical english usage (Vol. 7). Oxford: Oxford university press.	
Web H	Resources (Swayam / NPTEL)	
1.	https://nptel.ac.in/courses/109105205	

Part - II: English - I

Course Code	Course Name	Category	Hours / Week	Credits
24BVC13C	Introduction to Visual Communication	Core - I	5	4

The course intends to cover

- The Fundamentals of Visual Communication.
- Different modes of Visual Communication and its process.
- Various levels of Communication and Techniques for analyzes.
- The Models of Communication.
- The Theories of Communication, Origins and Evolution.

Course Learning Outcomes

On the successful completion of the course, students will be able to

CLO CLO Statements		Knowledge Level
CLO1	Understand various aspects of communication and its respective principles.	K1, K2
CLO2	Apply modes of communication and its process.	К3
CLO3	Interpret signals, languages, and signs of visual communication.	K4
CLO4	Arbitrate appropriate messages by distinguishing multi-level communication flows.	K4
CLO5	Analyze the behavior of information and communication systems in contemporary media.	K4
	K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze;	

CLOs/PLOs	PLO1	PLO2	PLO3	PLO4	PLO5
CLO1	2	1	-	1	2
CLO2	2	-	2	-	-
CLO3	3	2	3	2	-
CLO4	2	2	-	2	2
CLO5	2	2	-	-	2
3 - Substantial (high)		2 - Moderat	e (medium)	1 - Sligh	nt (low)

Unit	Content	No. of
emt	Basics of Visual Communication: Fundamentals of Communication - Elements of	Hours
Ι	Communication – Functions & Purpose of Communication - Barriers to Communication – Communication Skills - Role of Communication.	12
II	Modes of Communication: Key Concepts in Non-Verbal Communication (NVC) – Proxemics - Digital NVC - Visual Perception – Semiotics - Written Forms of Communication - Literacy and Morality - Writing and Reading as a Technology and Practice - Aesthetic Experience, Objectivism vs. Subjectivism - Creativity and Expression in Art, Symbolism and Iconography - Virtual Reality and Digital Culture.	15
III	Levels of Communication: Intrapersonal Communication - Concept of Self and Related Themes - Overview of Interpersonal Communication - Theories of Interpersonal Communication - Group Communication - Theories of Group Communication.	15
IV	Models of Communication : Berlo, Lasswell, Shannon and Weaver Models - Elaboration Likelihood Model - Social Learning Model - Principles of Good Communication and Non-violent Communication - Ethical Communication. Presentation Skills.	15
V	Theories of Communication : Mass Communication Definition – Agenda Setting Theory – Cultivation Theory – Social Learning Theory – Uses and Gratifications Theory - Theories of Persuasion - Attribution and Judgement, Social Judgement Theory - Two Step Flow of Information.	18
	Total hours.	75
Text	Books	
1.	Denis Mcquail, (2020). Mcquail's Media and Mass Communication Theor Publications.	y. Sage
2	Keval J. Kumar, (2020). Mass Communication in India. 5 th edition. CBS Publica Dist.	tion and
Refer	rence Books	
1	Uma Narula, (2021). Dynamics Of Mass Communication Theory And Practice. Atla	ntic.
2	Anna Everett, (2022). New Media Theories of Practices. Routledge.	
3	Uma Narula, (2022). Handbook Of Communication Models, Perspectives, St Atlantic	-
5	Seema Hasan, (2022). Mass Communication Principles and Concepts. Cbs Publica Dist.	tion and
6	Abhay Chawla, (2021). Introduction To Mass Communication. Pearson.	
Web	Resources (Swayam / NPTEL)	
Web 1	https://onlinecourses.swayam2.ac.in/cec20_ge14/preview	

Core - I : Introduction to Visual Communication

Course Code	Course Name	Category	Hours / Week	Credits
24BVC14C	Design Thinking and Process	Core - II	5	4

The course intends to cover

- The design process and its approaches.
- The fundamental concepts of Design Thinking.
- The stages of Design Thinking for production.
- The problems in design process.
- New concepts based on design values.

Course Learning Outcomes

On the successful completion of the course, students will be able to

CLO	Knowledge Level			
CLO1	Understand and adopt problem-solving process to reframe design challenges.	K2,K3		
CLO2	Analyze and Enumerate appropriate Design Thinking approaches for a specific design problem.	K2 , K4		
CLO3	Apply design thinking principles to develop plan of action and wireframe for specific design	K3, K4		
CLO4	Develop prototypes for a design using available design tools and applications.	K5		
CLO5	Evaluate a good design through the stages of Design Thinking.	K5		
K2 - Understand; K3 - Apply; K4 - Analyze; K5- Evaluate;				

CLOs/PLOs	PLO1	PLO2	PLO3	PLO4	PLO5
CLO1	1	2	2	2	3
CLO2	3	3	3	2	3
CLO3	2	3	2	2	3
CLO4	2	2	3	3	3
CLO5	3	3	2	2	3
3 - Substantial (high)		2 - Moderat	e (medium)	1 - Sligh	nt (low)

		No of
Unit	Content	No. of Hours
Ι	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.	15
II	Design Thinking Tools: "What Wows? What Works? What Is? What If?" Purposeful Use of Tools and Alignment with Process. Visualization-Aesthetics Principles for Designers. Stages of Design Thinking.	15
III	Design Thinking Methods: Journey Mapping, Archetype Mapping Matrix, Archetype Persona. Value Chain Analysis, Customer Co-creation, Competitive Advantage. Concept Development, Mind Mapping - Brainstorming.	15
IV	Design Mechanics and Resources: Assumption Testing-Design Criteria, Curator, Design Brief - Stages of Designing for Growth. Overview of Prototyping-Wire framing. Resources (People, Place, Materials, Organizational Fit). Varied Design Thinking Approaches: Human-Centered Design, User-Centered Design. Affordances and Usabilities.	15
V	Design Thinking Practices: Role of Product 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.	15
	Total hours.	75
Text B		
1.	$Ch_{1} + ch_{2} + ch_{3} + c$	
1	Christian Mueller Roterberg (2018), Handbook of Design Thinking -Tips & Tools for Design Thinking.	How to
2.		Business
	Design Thinking. Branson, S., (2020). Design Thinking: A Modern Approach For Making Crucial Decisions, Create Great Products And Manage Successful Startups and Companies. Indep	Business
	Design Thinking. Branson, S., (2020). Design Thinking: A Modern Approach For Making Crucial Decisions, Create Great Products And Manage Successful Startups and Companies. Indep Published.	Business
Refere	Design Thinking. Branson, S., (2020). Design Thinking: A Modern Approach For Making Crucial Decisions, Create Great Products And Manage Successful Startups and Companies. Indep Published. ence Books	Business
Refere 1.	Design Thinking. Branson, S., (2020). Design Thinking: A Modern Approach For Making Crucial Decisions, Create Great Products And Manage Successful Startups and Companies. Indep Published. ence Books Christian Muller, (2022). Design Thinking Dummies. Wiley Brand.	Business bendently
Refere 1. 2.	 Design Thinking. Branson, S., (2020). Design Thinking: A Modern Approach For Making Crucial Decisions, Create Great Products And Manage Successful Startups and Companies. Indep Published. ence Books Christian Muller, (2022). Design Thinking Dummies. Wiley Brand. Balaram, S. (2011). Thinking Design. Sage Publications. Brenner, W., & Uebernickel, F. (2016). Design Thinking for Innovation: Research and 	Business bendently Practice. Thinking
Refere 1. 2. 3.	 Design Thinking. Branson, S., (2020). Design Thinking: A Modern Approach For Making Crucial Decisions, Create Great Products And Manage Successful Startups and Companies. Indep Published. ence Books Christian Muller, (2022). Design Thinking Dummies. Wiley Brand. Balaram, S. (2011). Thinking Design. Sage Publications. Brenner, W., & Uebernickel, F. (2016). Design Thinking for Innovation: Research and Springer. Cure, S., & Seggio, B. (2019). Graphic Design Play Book: An Exploration of Visual 	Business bendently Practice. Thinking
Refere 1. 2. 3. 4.	 Design Thinking. Branson, S., (2020). Design Thinking: A Modern Approach For Making Crucial Decisions, Create Great Products And Manage Successful Startups and Companies. Indep Published. ence Books Christian Muller, (2022). Design Thinking Dummies. Wiley Brand. Balaram, S. (2011). Thinking Design. Sage Publications. Brenner, W., & Uebernickel, F. (2016). Design Thinking for Innovation: Research and Springer. Cure, S., & Seggio, B. (2019). Graphic Design Play Book: An Exploration of Visual (Logo, Typography, Website, Poster, Web, and Creative Design). Laurence King Publishing Curedale, R. (2019). Design Thinking Process & Methods. 5th Edition. Design Co 	Business bendently Practice. Thinking g. mmunity
Reference 1. 2. 3. 4. 5. 6.	 Design Thinking. Branson, S., (2020). Design Thinking: A Modern Approach For Making Crucial Decisions, Create Great Products And Manage Successful Startups and Companies. Indep Published. ence Books Christian Muller, (2022). Design Thinking Dummies. Wiley Brand. Balaram, S. (2011). Thinking Design. Sage Publications. Brenner, W., & Uebernickel, F. (2016). Design Thinking for Innovation: Research and Springer. Cure, S., & Seggio, B. (2019). Graphic Design Play Book: An Exploration of Visual (Logo, Typography, Website, Poster, Web, and Creative Design). Laurence King Publishing Curedale, R. (2019). Design Thinking Process & Methods. 5th Edition. Design Co College Incorporated. Hillmann, C. (2021). UX for XR: User Experience Design and Strategies for Impact the second s	Business bendently Practice. Thinking g. mmunity

Course Code	Course Name	Category	Hours / Week	Credits
24BVC15P	Visual Arts	Core Lab - I	5	3

The course intends to cover

- The concepts of Visual Arts and sketching skills.
- The vital skills of art for Visual design.
- The types of medium and its application.
- The psychology of human perception, light and shadow, portrayed on various forms.
- The techniques of Communication design.

Course Learning Outcomes

On the successful completion of the course, students will be able to

CLO	CLO Statements	Knowledge Level
CLO1	Understand the fundamentals of lines and forms in drawing.	K1, K2
CLO2	Acquire skills at various levels in terms of visual elements.	K2, K3
CLO3	Critically analyze and demonstrate various medium and its application.	K4
CLO4	Appraise the color theory principles and aesthetics of visual media.	К3
CLO5	Create visual content using visual language and literacy	K4
	K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze;	

CLOs/PLOs	PLO1	01 PLO2 PLO3		PLO4	PLO5
CLO1	2	2	2	1	3
CLO2	3	2	3	2	2
CLO3	2	3	2	3	3
CLO4	2	2	3	3	3
CLO5	3	3 3		3	3
3 - Substantial (high)		2 - Moderat	e (medium)	1 - Sligh	nt (low)

	Course Code	Course Name	Category	Hours / Week	Credits
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Core Lab - I : Visual Arts

S. No.	List of Practicals	No. of Hours
	ELEMENTS OF ART	
1	Types of lines.	5
2	Basic geometric and organic shapes, patterns and textures.	5
3	Light and shadow on shapes - shading of forms.	6
	PERSPECTIVES	
4	Principles of perspective sketching, perspective terminology.	6
5	Sketching using 1- point perspective.	5
6	2- point perspective, and 3- point perspective.	5
7	Linear and atmospheric perspective.	5
	HUMAN PORTRAIT SKETCHING	
8	Profile of human portrait.	5
9	Detail study of human portrait.	6
10	Cartoon face drawing.	5
	VISUAL PERCEPTION	
11	Creating visuals with Gestalt Principles.	5
12	Oxymoron.	5
13	Typography – Type as visual.	6
14	Visual as type.	6
	Total hours.	75
Text Books	8	
1.	David Gill. (2018). Designing Art. Vendome	
2.	Stephen C.P Gardner. (2019), Drawing A Complete Guide, Thames & Hudson.	
Reference	Books	
1.	Amy. E. Amtson. (2018). Graphic Design Basics. Wadsworth Cengage Learning.	
2.	Saul Greenberg. (2012), Sketching User Experiences. Elsevier	
3.	Donald D. Hearn. (2018), Computer Graphics, Pearson Education.	
4.	Chrls Campe. (2020), Designing Fonts. Thames & Hudson	
5.	Edwards, B. (1997), Drawing on the Right Side of the Brain.	

24BVC16P	Digital Drawing and Painting	Allied I Lab	3	3	
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The course intends to cover

- Practical skills that can be applied in digital art and personal artistic pursuits.
- The concepts of digital drawing with digital tools and softwares.
- Creativity and experimentation in digital art techniques.
- Compositing and integrating matte paintings.
- Principles of perspective, color, and lighting.

Course Learning Outcomes

On the successful completion of the course, students will be able to

CLO	CLO Statements	Knowledge Level
CLO1	Understand digital drawing and painting software, including tools for sketching, colouring, and rendering.	K2
CLO2	Develop their unique artistic style and demonstrate creativity in their digital artwork.	К3
CLO3	Create digital sketches and line art with precision and fluidity.	К3
CLO4	Analyse and evaluate their own work and the work of their peers, fostering a culture of improvement and collaboration.	K4,K5
CLO5	Build a portfolio of digital artwork showcasing their skills and creative vision.	К3
]	K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5- Evaluate	;

CLOs/PLOs	PLO1	PLO2 PLO3 PLO4		PLO5	
CLO1	1	2	2	1	1
CLO2	2	2	1	2	2
CLO3	1	2	3	2	3
CLO4	2	3 3 1		1	2
CLO5	3	1 2		2	1
3 - Substantial (high)		2 - Moderat	e (medium)	1 - Sligh	nt (low)

Allied I -	Lab :	Digital	Drawing and	Painting
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S. No.	List of Practicals	No. of Hours						
1	Create non-living objects for a landscape using Shapes and Shades.	3						
2	Create Plants & Trees / Infographic elements using brush.							
3	Create Cartoon figures with multilayer drawing / Isometric Image.	3						
4	Create logo for your own interest.	3						
5	Create a visiting card / two-page brochure.	3						
6	Create Concept Environment using multiple images (layers).	3						
7	Day and night of a landscape using Color correction and lighting techniques.	3						
8	Create charcoal and pastel style matte paintings using custom brushes.	4						
9	Create water color and oil painting style matte paintings using custom brushes and layer styles.	5						
10	Sci-fi Painting using basic shapes and Custom Brushes.	5						
11	Create a photo realistic castle environment for camera projection.	5						
12	Create a multi-plane parallax set up for a busy marketplace scene using 2D images.	5						
	Total hours.	45						
ext Book	S							
ext Book	Dinur, E. (2021). The Complete Guide to Photorealism for Visual Effects, Visualiz Games. Routledge.							
	Dinur, E. (2021). The Complete Guide to Photorealism for Visual Effects, Visualiz							
1.	 Dinur, E. (2021). The Complete Guide to Photorealism for Visual Effects, Visualiz Games. Routledge. 3D total Publishing. (2020). Beginner's Guide to Digital Painting in Photoshop 2n 3D Total Publishing. 							
1. 2.	 Dinur, E. (2021). The Complete Guide to Photorealism for Visual Effects, Visualiz Games. Routledge. 3D total Publishing. (2020). Beginner's Guide to Digital Painting in Photoshop 2n 3D Total Publishing. 							
1. 2. Reference	Dinur, E. (2021). The Complete Guide to Photorealism for Visual Effects, Visualiz Games. Routledge. 3D total Publishing. (2020). Beginner's Guide to Digital Painting in Photoshop 2n 3D Total Publishing. Books							
1. 2. Reference 1.	Dinur, E. (2021). The Complete Guide to Photorealism for Visual Effects, Visualiz Games. Routledge. 3D total Publishing. (2020). Beginner's Guide to Digital Painting in Photoshop 2n 3D Total Publishing. Books Bloom, S. R. (2012). Digital Painting in Photoshop. CRC Press.							
1. 2. deference 1. 2.	Dinur, E. (2021). The Complete Guide to Photorealism for Visual Effects, Visualiz Games. Routledge. 3D total Publishing. (2020). Beginner's Guide to Digital Painting in Photoshop 2n 3D Total Publishing. Books Bloom, S. R. (2012). Digital Painting in Photoshop. CRC Press. David Dabner. (2022). Graphic Design School. Thames & Hudson.							
1. 2. deference 1. 2. 3.	Dinur, E. (2021). The Complete Guide to Photorealism for Visual Effects, Visualiz Games. Routledge. 3D total Publishing. (2020). Beginner's Guide to Digital Painting in Photoshop 2n 3D Total Publishing. Books Bloom, S. R. (2012). Digital Painting in Photoshop. CRC Press. David Dabner. (2022). Graphic Design School. Thames & Hudson. Armin. (2021). Graphic Design Manual. Niggli.	d Editio						
1. 2. Reference 1. 2. 3. 4.	Dinur, E. (2021). The Complete Guide to Photorealism for Visual Effects, Visualiz Games. Routledge. 3D total Publishing. (2020). Beginner's Guide to Digital Painting in Photoshop 2n 3D Total Publishing. Books Bloom, S. R. (2012). Digital Painting in Photoshop. CRC Press. David Dabner. (2022). Graphic Design School. Thames & Hudson. Armin. (2021). Graphic Design Manual. Niggli. Armin Niggl. (2022). Adobe Photoshop Cc 2018. Adobe Press.	d Editio						

Components for Internal Assessment and Distribution of Marks for CIA and ESE (<u>Theory</u>)

	Marl	ks for		Components for CIA										
Max Marks	CIA	ESE	C	IA – I	CI	A – II	Best of CIA-I & CIA-II	IA-I & Model		CIA-I & N		Attendance	Active Engagement	Total
100	25	75	Actual	Weightage	Actual	Weightage	Weightage	Actual	Weightage	5	5	25		
100	23	15	50	5	50	5	5	75	10	2	5	20		

Question Paper Pattern

Duration -			Section A	A	ſ	Section B		Section C			
in Hrs.	Type of question	No. of questions	Marks	Type of question	No. of questions	Marks	Type of question	No. of questions	Marks	Total	
CIA – I &II	2	MCQ	8	8x1=8	Either or	3	3x6=18	Either or	3	3x8=24	50
Model Exam /ESE	3	MCQ	10	10x1=10	Either or	5	5x5=25	Either or	5	5x8=40	75

Components for Internal Assessment and Distribution of Marks for CIA (Lab)

	Marl	ks for		Components for CIA						
Max Marks	CIA	ESE		Test – I	Tes	t - 11	Ν	fodel	Observation	Total
100	40	60	Actual	Weightage	Actual	Weightage	Actual	Weightage	5	40
100	70	00	50	10	50	10	60	15	5	40

Examination Pattern

Component	Duration in Hrs.	Practical	Record	Total Marks	Weightage
Test – I	2	50	-	50	10
Test – II	2	50	-	50	10
Model	3	60	-	60	15
ESE	3	50	10	60	-

Part – IV : Foundation Courses

(All the Undergraduate Programmes)

Course Code	Course Name	Category	Hours / Week	Credits
24ENV1FC	Environmental Studies	FC- I	2	2

 The Multidisciplinary nature of environmental studies Definition; Scope and importance, Need for public awareness. Natural Resources: Renewable and non-renewable resources: Natural resources and associated problems. Forest resources: Use and Over-exploitation, deforestation, case studies. Timber extraction, mining, dams and their effects on forests and tribal people. Water resources: Use and over-utilization of surface and ground water, floods, drought, conflicts over water, dams benefits and problems. Mineral resources: Use and exploitation, environmental effects of extracting and using
 Renewable and non-renewable resources: Natural resources and associated problems. Forest resources: Use and Over-exploitation, deforestation, case studies. Timber extraction, mining, dams and their effects on forests and tribal people. Water resources: Use and over-utilization of surface and ground water, floods, drought, conflicts over water, dams benefits and problems. Mineral resources: Use and exploitation, environmental effects of extracting and using
 mineral resources, case studies. Food resources: World food problems, changes caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity, case studies. Energy resources: Growing energy needs, renewable and non-renewable energy sources, use of alternate energy sources, Case studies. Land resources: Land as a resource, land degradation, man induced landslides, soil erosion and desertification. Role of an individual in conservation of natural resources. Equitable use of resources for sustainable lifestyles.
 Ecosystems Concept of an ecosystem. Structure and function of an ecosystem. Producers, consumers and decomposers. Energy flow in the ecosystem. Ecological succession. Food chains, food webs and ecological pyramids. Introduction, types, characteristic features, structure and function of the following ecosystem: - a. Forest ecosystem b. Grassland ecosystem c. Desert ecosystem d. Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries).
Content
 Biodiversity and its Conservation Introduction-Definition: genetic, species and ecosystem diversity. Bio geographical classification of India. Value of biodiversity: consumptive use, productive use, social, ethical, aesthetic and

	option values.
	- Biodiversity at global, National and local levels.
	- India as a mega-diversity nation.
	- Hot-spots of biodiversity.
	- Threats to biodiversity: habital loss, poaching of wildlife, man-wildlife conflicts.
	- Endangered and endemic species of India.
	- Conservation of biodiversity: In-situ and Ex-situ conservation of biodiversity.
	Environmental Pollution Definition
	- Causes, effects and control measures of: -
	a. Air pollution
	b. Water pollution
	c. Soil pollution
	d. Marine pollution
	e. Noise pollution
V	f. Thermal pollution
	g. Nuclear hazards
	- Solid waste Management: Causes, effects and control measures of urban and industrial
	wastes.
	- Role of an individual in prevention of pollution.
	- Pollution case studies.
	- Disaster management: floods, earthquake, cyclone and landslides.
	Social Issues and the Environment
	 From Unsustainable to Sustainable development.
	- Urban problems related to energy.
	 Water conservation, rain water harvesting, watershed management.
	 Resettlement and rehabilitation of people; its problems and concerns. Case studies.
	 Environmental ethics: Issues and possible solutions.
	-
	- Climate change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust. Case studies.
VI	- Wasteland reclamation.
V I	
	- Consumerism and waste products.
	- Environment Protection Act.
	- Air (Prevention and Control of Pollution) Act.
	- Water (Prevention and Control of Pollution) Act.
	- Wildlife Protection Act Forest Conservation Act.
	- Issues involved in enforcement of environmental legislation.
	- Public awareness.
T T •/	
Unit	Content
	Human Population and the Environment
	- Population growth, variation among nations.
VII	- Population explosion-Family welfare Programme.
	- Environment and human health.
	- Human Rights.
	- Value Education.

	- HIV/AIDS.	
	- Women and Child Welfare.	
	- Role of information Technology in	Environment and human health.
	- Case Studies.	
	Field Work (Practical).	
	- Visit to a local area to document er	vironmental assets-river/forest/grassland/ hill/mountain.
VIII	- Visit to a local polluted site-Urban	Rural/Industrial/Agricultural.
	- Study of common plants, insects, b	irds.
	- Study of simple ecosystems-pond,	river, hill slopes, etc.
		Total Hours. 30

Web Resources	
1.	https://www.ugc.gov.in/oldpdf/modelcurriculum/env.pdf

Components for Internal Assessment and Distribution of Marks for CIA (<u>Theory</u>)

	Marl	ks for		Components for CIA						
Max Marks	CIA	ESE	C	IA – I	CIA – II		Best of CIA-I & CIA-II	Model		Total (<mark>Best</mark> + Model)
50	50	_	Actual	Weightage	Actual	Weightage	Weightage	Actual	Weightage	50
50	50		50	25	50	25	25	50	25	50

Question Paper Pattern

Duration in Hrs.	Mode of Exam	Type of Questions	No. of Questions	Marks
2	Offline	Open Choice	5 (Out of 8)	5 x 10=50

Part – IV : Ability Enhancement Compulsory Courses (All the Undergraduate Programmes)

Course Code Course Name Category Hours/Week Credit
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24QUA1AE	Quantitative Aptitude	AECC - I	2	2
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The course intends to cover

- Basic concepts of numbers, time and work, interests, data representation and graphs
- Concepts of permutation, probability, discounts, percentage & profit loss.

Course Learning Outcomes

On the successful completion of the course, students will be able to

CLO	CLO Statements	Knowledge Level		
CLO1	Remember and Understand the concepts of numbers and average	K1, K2		
CLO2	Understand about percentage and apply profit & loss related processing.	K2, K3		
CLO3	To understand the concepts of time and work and interest calculations.	К2		
CLO4	To understand about the concepts of permutation, combination and probability.	K2		
CLO5	Understand, Apply and analyze the concept of problem solving involved in graphs and age.	K2,,K3,K4		
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze				

Ability Enhancement Compulsory Course(AECC) - I: Quantitative Aptitude

Unit	Content	No. of Hours
Ι	Numbers - Simplification - BODMAS rule - Algebraic formulas - Decimal fractions - Square root and cube roots - Surds and indices - Divisibility rules - HCF and LCM - same remainder - different remainder - application problems – average – equation - mistaken value – replacement - including/excluding.	6
Π	Percentage - increase/decrease – netchange – salary – election – marks – consumption - population / machine - profit and loss - profit and loss % - finding cp and sp - profit=loss - same product cp and sp with percentage – discount - ratio and proportion - divided into parts - based on numbers - increase/decrease/ income / expenditure – coins – partnership.	6
III	Time-and-work - individual/combined - alternative days - remaining work - efficiency based - amount split - chain rule - group of male and female or boys - pipes and cistern - finding time - efficiency based – alternative - remaining part - capacity of the tank - simple interest - finding principal - rate of interest – amount -time period - doubles or triples - compound interest - finding rate - finding time, principal - doubles or triples - difference between SI and CI.	6
IV	Permutation - finding value - vowels come together - vowel never comes together - some letters come together - no two vowels come together - vowels in odd/even places - based on repetition - circular permutation – application – combination - finding value and application – probability – coins - dice-cards - balls and miscellaneous problems - odd man out and number series.	6
V	Clock - finding angle - reflex angle - gain or loss – calendars - finding particularday - data interpretation - bar chart - line chart - pie chart – table – combined –ages ratio- twice or thrice - addition /subtraction - family based - problems on numbers - equations.	6
	Total Hours	30
Text l	Book	
1.	R.S. Aggarwal, Quantitative Aptitude, S.Chand & Company Ltd.,	
Refer	ence Book	
1.	Ashish Arora, Quantitative Aptitude.	
Web]	Resources	
1.	https://www.javatpoint.com/aptitude/quantitative	
2.	https://www.indiabix.com/aptitude/questions-and-answers/	

Components for and Distribution of Marks for ESE (Theory)

Ability Enhancement Compulsory Course(AECC)

Duration in Hrs.	Mode of Exam	Type of Questions	No. of Questions	Marks
2	Online MCQ 50		50x1=50	

Semester 2

KG College of Arts and Science (Autonomous)

Course Code	Course Name	Category	Hours/ Week	Credit
24TAM21L	Tamil – II	Language - II	4	3

Course Learning Outcomes

On the successful completion of the course, students will be able to

CLO	CLO Statements			
CLO1	அற இலக்கியங்கள் வழி வாழ்வியல் ஒழுக்கங்களைக் கற்றுத்			
	தருதல்.			
CLO2	பக்தி இலக்கியங்கள் வழி பக்தி நெறிகளை உணர்த்துதல்.	K2		
CLO3	தமிழில் உரைநடை இலக்கியப் படைப்பாளர்களின்	K3		
CLUS	சிந்தனைகளை எடுத்துரைத்தல்.			
	தமிழ் இலக்கிய வரலாற்றில் அற இலக்கியம் மற்றும்	K1, K3		
CLO4	உரைநடையின் தாக்கம் குறித்து அறிதல்.	K 1, K 5		
CLO5 பிழையின்றி எழுத இலக்கணங்களைக் கற்றுத் தருதல்.		K2, K3		
	K1 - Remember; K2 - Understand; K3 – Apply			

Part – I: Tamil – II

		Hours
	(அறம்)	
	1. திருக்குறள்	
	● புகழ்	
Ι	• வினை செயல்வகை	14
	• நெஞ்சொடு கிளத்தல்	
	2. திரிகடுகம்(தேர்ந்தெடுக்கப்பட்ட 10 பாடல்கள்)	
	3. பழமொழி நானூறு(தேர்ந்தெடுக்கப்பட்ட 10 பாடல்கள்)	
	(பக்தி)	
	1. அபிராமி அந்தாதி(10 பாடல்கள்) - அபிராமி பட்டர்	
	2. உமர்கயாம் பாடல்கள் (தனிப்பாடல்கள்) - கவிமணி தேசிய	
II	விநாயகம் பிள்ளை	14
	3. முத்துக்குமாரசாமி பிள்ளைத்தமிழ்(தாலப் பருவம்) – குமரகுருபரர்	
	4. இயேசுகாவியம் - மலைப்பொழிவு - கண்ணதாசன்	
	5. சித்தர் பாடல்கள் - சிவவாக்கியர் பாடல்	
	(கலை மற்றும் பண்பாடு)	
	1. அறம் எனப்படுவது - அமுதன்	
	2. ஏட்டில் எழுதா இலக்கியம் - ஔவை துரைச்சாமி	
III	3. கீழடி - தொல்லியல் துறை, வெளியீடு	12
	4. மனம் எனும் சொர்க்கவாசல் - டாக்டர் எம்.எஸ்.உதயமூர்த்தி	
	5. ஆளுமைத் திறன் - அறிவுக்கதிர்	
	(அரசுப்பணி சிறப்பிதழ்)	
	(இலக்கிய வரலாறு)	
IV	1. பதினெண் கீழ்க்கணக்கு நூல்கள்	10
	2. உரைநடையின் தோற்றமும் வளர்ச்சியும்	
	(இலக்கணம்)	
V	1. சொல்லின் வகைகள்	10
	2. வேற்றுமைத் தொகைகள்	
	3. பயிற்சிக்குரியன:(விண்ணப்பங்கள், மடல்கள் எழுதச் செய்தல்)	
	Total Hours	60
Referen	ice Books	
	றத்துக்குமாரசாமி பிள்ளைத்தமிழ்,(2021) கமலா முருகன், சாரதா பதிப்பகம்	

KG College of Arts and Science (Autonomous)

2	இயேசு காவியம், கவிஞர் கண்ணதாசன்,(2006) கலைக்காவிரி பதிப்பகம்
3	உரைகளும் உரையாசிரியர்களும்,(2013) தி சு நடராசன் நியூ செஞ்சுரி புக் ஹவுஸ்
4	அபிராமி அந்தாதி, முனைவர் சி சேதுராமன்,(2010) நியூ செஞ்சுரி புக் ஹவுஸ்
5	புதிய வெளிச்சத்தில் தமிழ் இலக்கிய வரலாறு, முனைவர் க பஞ்சாங்கம், (2017) அன்னம்
5	வெளியீட்டு
6	தமிழ் இலக்கிய வரலாறு, மு வரதராசனார்,(2021) சாகித்ய அகாடமி பதிப்பு
7	தமிழ் உரைநடை வரலாறு, வி செல்வநாயகம்,(2003) அடையாளம் பதிப்பகம்
8	தமிழ் இலக்கிய வரலாறு, முனைவர் கா கோ வேங்கடராமன்,(2010) கலையக வெளியீடு
9	எண்ணங்கள் - டாக்டர் எம் எஸ் உதயமூர்த்தி,(2016) வெளியீடு: கங்கை புத்தக நிலையம்,
Í	சென்னை
10	அடோன் தமிழ் இலக்கணம், புலவர் பொன்மணிமாறன்,(2011) அருண் பப்ளிஷிங்

Part – II : English - II (All the Undergraduate Programmes)

Course Code	Course Name	Category	Hours/ Week	Credits
24ENG22L	English-II	Part - II	4	3

The course intends to cover

- The literary elements in poetry.
- The critical contemplation and writing in styles of prose texts.
- The modernist techniques and ethics in the narratives of short stories.
- The interpersonal skills essential in the work environment.

Course Learning Outcomes

On the successful completion of the course, students will be able to

CLO	CLO Statements	Knowledge Level			
CLO1	Identify the common techniques underlying free verse and traditional forms of poetry for crafting poems.	K1			
CLO2	Understand humour in prose texts psychologically to master the oratory skills.	K2			
CLO3	Employ empathy and morale in diplomatic Day-to-day circumstances.	K3			
CLO4	Strengthen the writing skills for documentation.	K3			
CLO5	Persist flexibility and mobility in the sequel LSRW.	K3			
	K1 - Remember; K2 - Understand; K3 - Apply				

Unit	Content	No. of Hours			
Ι	 Poetry: Motherhood 1. My Grand Mother's House – Kamala Das 2. Of mother, among others things – A.K Ramanujam 3. Night of the Scorpion – Nissim Ezekiel 	12			
II	 Prose: Humour 1. With The Photographer – Stephen Leacock 2. Travel by Train – J.B.Priestley 3. On Forgetting – Robert Lynd 	12			
III	 Short Stories: Integrity 1. The taxi driver – K.S. Duggal 2. A Retrieved Reformation- O Henry 3. Kabuliwala - Rabindranath Tagore 	12			
IV	 Language Competency: Vocabulary 1. Homonyms, Homophones, Homographs Portmanteau words 2. Verbs and Tenses, Subject Verb Agreement 3. Error correction Vocabulary : Synonyms, Antonyms, Word Formation 	12			
V	 English for Communication 1. Listening with courtesy and adding ideas and giving opinions during the meeting and making concluding remarks 2. Participating in a meeting: face to face and online 3. Reading news and weather reports 4. Preparing first drafts of short assignments 	12			
	Total Hours	60			
Text l	Books				
1.	Ezekiel Nissim, 1989 .Collected Poems 1952-1988. Oxford University Press.				
2.	Hewings, M. (2000). Advanced English Grammar. Cambridge. University Press.				
Refer	ence Books				
1.	Bakshi, S.P. & Sharma, R. (2019). Descriptive English. Arihant Publications (India) Ltd.				
2.	Cameron S & Dempsey L. (2019). The Reading Book: A Complete Guide to Teaching Reading. S & L. Publishing.				
3. Web	Sherman B. (2014) Skimming and Scanning Techniques. Liberty University Press. Resources (Swayam / NPTEL)				
1.	https://nptel.ac.in/courses/109103020				

Part - II: English - II

Course Code	Course Name	Category	Hours / Week	Credits
24BVC23C	Advertising and Branding	Core III	5	4

The course intends to cover

- The fundamentals of advertising and branding.
- The strategies in the advertising industry.
- The creativity and design values.
- Appropriate budget techniques in branding.
- The regulations in advertising industry.

Course Learning Outcomes

On the successful completion of the course, students will be able to

CLO	CLO Statements	Knowledge Level			
CLO1	Comprehend the nature, role, and importance of branding.	K1, K2			
CLO2	Analyze market standards and its intricate concepts.	K4			
CLO3	Understand the functions and appeals of advertising.	K2			
CLO4	Apply creative strategies in branding.	K3			
CLO5	Cognize the regulations in the advertising industry.	K4			
	K1 – Remember; K2 - Understand; K3 - Apply; K4 - Analyze;				

CLOs/PLOs	PLO1	PLO2	PLO3	PLO4	PLO5
CLO1	2	2	1	1	2
CLO2	2	3	2	3	3
CLO3	3	2	2	2	2
CLO4	2	1	3	3	3
CLO5	2	2	2	1	3
3 - Substantial (high)		2 - Moderat	te (medium)	1 - Sligl	nt (low)

Unit Content Iterior Introduction to Advertising: Definition of Advertising - History of Indian Advertising - Role of Advertising in the Product Life Cycle (PLC). Agency & Client Relationship: Creative Pitch - Agency compensation - Agency accreditation. Types of Advertising: Commercial - Non-commercial - Primary demand and Selective Demand-Classified and Display advertising - Comparative advertising - Cooperative advertising. Political Advertising. 15 III Marketing Concepts and Evolution: Exchange - Production - Product-Selling and Marketing. Fundamental Nature of rural market: Understanding the Rural Mind and buying process. Social Marketing: Definition of social marketing-need - objectives and publics 6 P's of a social marketing programme. 15 Role of Branding: Determining the message theme / major selling idea - Introduction to Unique Selling Proposition (USP) - Positioning strategies - Introduction to Unique Selling Proposition (USP) - Positioning media a logo, company signature, slogan, tagline, jingle, illustration etc. Copywriting for various media. Pre-testing and post-testing of ads. 15 The Creative Brief: Setting communication and sales objectives for the ad objectives - Factors to be considered in media planning and buying-media objectives - Factors to be considered in media planning and media vehicles. Developing media strategy with media mix and media scheduling strategies. 15 Text Books 75 Text Books 75 I. Kleppners. (2011). Advertising Procedure 18 th Edition. Pearson Education, Inc Communications Perspective. McGraw-Hill Education.		Core – III . Auverusing and Drahung	No. of
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Course Code	Course Name	Category	Hours / Week	Credits
24BVC24P	2D Animation & 3D Modeling	Core Lab - II	5	3

The course intends to cover

- Principles and techniques of animation.
- Practical approach of traditional animation techniques.
- The interface and the technical aspects of 3D Software.
- The process of creating 2D and 3D library.

Course Learning Outcomes

On the successful completion of the course, students will be able to

CLO	CLO CLO Statements				
CLO1	Understand the fundamental principles underlying 2D Animation and 3D modeling.	K2			
CLO2	Develop technical skills such as digital sculpting, polygon modeling, UV mapping, rigging and animation.	К3			
CLO3	Critically analyze and evaluate 2D, 3D models to address technical challenges.	K4			
CLO4	Adapt practices of Animation, Game development, Visual effects and advertising abide with Industry Standards.	K2, K3			
CLO5	Adhere ethical and professional standards in 3D content creation.	К3			
	K2 - Understand; K3 - Apply; K4 - Analyze				

CLOs/PLOs	PLO1	PLO2	PLO3	PLO4	PLO5
CLO1	2	1	2	2	1
CLO2	3	2	1	2	2
CLO3	1	1	2	2	1
CLO4	2	2	2	1	3
CLO5	2	2	2	1	3
3 - Substantial (high)		2 - Moderat	e (medium)	1 - Sligh	nt (low)

S. No.	List of Practicals	No. of Hours	
	2D Animation		
1	Animate the Object using Tweening	5	
2	Creating a Motion using Path Animation	5	
3	Bouncing Ball Animation (Snow Ball, Beach Ball, Foot Ball)	10	
4	Human Walk Cycle (Onion Skin)	10	
	3D Modeling		
5	Solid Object Modeling (Polygon Modeling)	5	
6	Complex Modeling (Nurbs Modeling)	5	
7	Basic Human Modeling	10	
8	Detailed Face Modeling	10	
9	Shading & Texturing Rigid Models	5	
10	Multi Stage Texturing with UV Mapping	10	
	Total Hours	75	
Text Book	8		
1.	Paul Wells. (1998). Understanding Animation. Routledge.		
2.	Ami Chopine. (2012). 3D Art Essentials The Fundamentals of 3D Modeling, Texturing, and Animation. CRC Press.		
Reference	Books		
1.	Amy E. Amtson. (2003). Graphic Design Basics, Wadsworth Cengage Learni	ng.	
2.	Roger Burrows (2018). 3D Thinking in Design and Architecture. Thames & I	Hudson.	
3.	Luke Ahearm. (2019). 3D Game Textures Create Professional Game Art, CPG	C Press.	
4.	Laurie Annis. (2023). Blender 3D for Job Seekers. BPB Publication.		
5.	David Gill. (2018). Designing Art. Vendome.		
Web Reso	urces (Swayam / NPTEL)		
1.	https://onlinecourses.swayam2.ac.in/ntr24_ed17/preview		
2.	https://onlinecourses.swayam2.ac.in/ntr24_ed42/preview		
3.	https://onlinecourses.nptel.ac.in/noc24_ar09/preview		

Core Lab – II : 2D Animation & 3D Modeling

Course Code	Course Name	Category	Hours / Week	Credits
24BVC25P	Photography and Image Editing	Core Lab - III	5	3

The course intends to cover

- Different styles and genres of photography.
- The technical aspects of indoor and outdoor photography.
- Photographic language and creative aspects of photography.
- Composition techniques and aesthetics.
- The technical aspects of image editing.

Course Learning Outcomes

On the successful completion of the course, students will be able to

CLO	CLO Statements	Knowledge Level				
CLO1	Comprehend the exposure techniques and composition.	К3				
CLO2	Understand the technical aspects of Lighting.	K2				
CLO3	Develop a diverse portfolio of photographic work.	K3				
CLO4	Acquire practical skills by using image editing tools.	K2, K3				
CLO5	Pursue further study or careers in photography, graphic design and digital media.	K2. K4				
	K2 - Understand; K3 - Apply; K4 - Analyze					

CLOs/PLOs	PLO1	PLO2	PLO3	PLO4	PLO5
CLO1	2	2	2	1	2
CLO2	2	2	3	3	3
CLO3	2	2	2	2	3
CLO4	2	2	2	2	2
CLO5	2	3	3	2	3
3 - Substantial (high)		2 - Moderat	e (medium)	1 - Sligl	nt (low)

S. No.	List of Practicals	No. of Hours
1	Environmental exposure	6
2	Portraits	6
3	Photo feature	7
4	Industrial photography	8
5	Street Photography	8
6	News Photography	8
7	Product Photography	8
8	Wild Life Photography	8
9	Special effects	6
10	Image Editing a. Image Editing tools and properties b. Working with layers & transformation c. Retouching & color corrections d. Resizing and Resampling e. Sharpening Techniques f. Camera Raw Fundamentals Opening & Editing Raw Files 	10
	Total hours.	75
Text Book	Michael Langford. (2008). Advanced Photography. Focal Press.	
2.	Henry Carroll. (2021). Humans Photographs That Make You Think. ABRAN	MS.
Reference	Books	
1.	Haje Jan Kamps. (2013) The Ilex Introduction to Photography. Octopus.	
2.	Judy Glickman Lauder. (2018). Beyond the Shadows The Holocaust and the Exception. Aperture Foundation.	ne Danish
3.	Peter K Burian. (2001). Mastering Digital Photography & Imaging. 1st ed USA.	n. Sybex,
4.	Ralph E Jacobson, Geoffrey G Attridge, Sidney F Ray . (2000). Ninth Ed Manual of Photography.	ition. The
5.	Michael Langford. (2005). Basic Photography. Focal Press.	
Web Reso	purces (Swayam / NPTEL)	
1.	https://onlinecourses.swayam2.ac.in/cec19 ge02/preview	

Core Lab - III: Photography and Image Editing

Course Code	Course Name	Category	Hours / Week	Credits
24BVC26P	Living with People	Allied Lab - II	3	3

The course intends to cover

- The concept of village structure and village life style.
- The structures of village, living environment, through sketching.
- The aspects of village to create a production.

Course Learning Outcomes

On the successful completion of the course, students will be able to

CLO	CLO Statements	Knowledge Level					
CLO1	Understand the various aspects of the village to articulate appropriately.	K2					
CLO2	Create opportunity to sketch the contemporary structures and life style of the village.	K4					
CLO3	CLO3 Explore and perceive the real-life situation in the rural area.						
CLO4	Recognize and represent the societal needs and issues through visuals.	K2					
CLO5	К3						
	K2 - Understand; K3 - Apply; K4 - Analyze						

CLOs/PLOs	PLO1	PLO2	PLO3	PLO4	PLO5
CLO1	2	2	2	2	2
CLO2	2	2	2	2	2
CLO3	1	2	2	1	3
CLO4	2	3	2	2	3
CLO5	2	3	3	2	3
3 - Substantial (high)		2 - Moderat	e (medium)	1 - Sligh	nt (low)

S. No.	List of Practicals	No. of Hours
1	Studying / Exploring the village Understand the form and structure of the Village – Physical form, psychological pattern, personal structure, family structure and social structure.	10
2	 Study of the village through the following: a. Food culture – style & resources b. Water resources – usage, availability c. Occupation - types and income d. Women – routine activities e. Children – lifestyle, education f. Elderly people - family & social aspects g. Market places – shops & market, mobile vendors h. House structures – style, architecture and products i. Communication influence j. Political influence k. Transportation l. Traditional practices – music, performances, rituals & artists m. Study of indigenous products 	35
	Total Hours.	45
Text Bo	ooks	
Text Bo	Knowles, J. G., & Cole, A. L. (2008). Handbook of the Arts in Qualitativ Perspectives, Methodologies, Examples, and Issues. Thousand Oaks, CA: Sag	
	Knowles, J. G., & Cole, A. L. (2008). Handbook of the Arts in Qualitative	
1	Knowles, J. G., & Cole, A. L. (2008). Handbook of the Arts in Qualitative Perspectives, Methodologies, Examples, and Issues. Thousand Oaks, CA: Sage	
1	 Knowles, J. G., & Cole, A. L. (2008). Handbook of the Arts in Qualitative Perspectives, Methodologies, Examples, and Issues. Thousand Oaks, CA: Sage Kathleen Kuiper. (2010). The Culture of India. Britannica Educational Pub. 	e.
1 2 Referen	Knowles, J. G., & Cole, A. L. (2008). Handbook of the Arts in Qualitative Perspectives, Methodologies, Examples, and Issues. Thousand Oaks, CA: Sage Kathleen Kuiper. (2010). The Culture of India. Britannica Educational Pub. nce Books Prosser, J. (2010, March). Visual ethics. Proceedings from Digital Futures	e. Symposium:
1 2 Referen 1	 Knowles, J. G., & Cole, A. L. (2008). Handbook of the Arts in Qualitative Perspectives, Methodologies, Examples, and Issues. Thousand Oaks, CA: Sage Kathleen Kuiper. (2010). The Culture of India. Britannica Educational Pub. Ree Books Prosser, J. (2010, March). Visual ethics. Proceedings from Digital Futures Participatory Archives in the Age of AIDS. Howick, South Africa. Paul Hockings. 1995. Principles of Visual Anthropology, Second edition. 	e. Symposium: Mounton de
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Allied Lab - II : Living with People

Components for Internal Assessment and Distribution of Marks for CIA and ESE (Theory)

	Marl	Marks for Components for CIA										
Max Marks	CIA	ESE	C	IA – I	CL	A – II	Bestof CIA-I & CIA-II	Model		Attendance	Active Engagement	Total
100	25	75	Actual	Weightage	Actual	Weightage	Weightage	Actual	Weightage	5	5	25
100	25	15	50	5	50	5	5	75	10		5	43

Question Paper Pattern

	Duration	Section A			Section B			Section C			
Component	in Hrs.	Type of question	No. of questions	Marks	Type of question	No. of questions	Marks	Type of question	No. of questions	Marks	Total
CIA – I &II	2	MCQ	8	8x1=8	Either or	3	3x6=18	Either or	3	3x8=24	50
Model Exam /ESE	3	MCQ	10	10x1=10	Either or	5	5x5=25	Either or	5	5x8=40	75

Components for Internal Assessment and Distribution of Marks for CIA (Lab)

	Marl	ks for		Components for CIA							
Max Marks	CIA	ESE	Test – I		Test - II		Model		Observation	Total	
100	100 40		Actual	Weightage	Actual	Weightage	Actual	Weightage	5	40	
100	40	60	50	10	50	10	60	15	5	40	

Examination Pattern

Component	Duration in Hrs.	Practical	Record	Total Marks	Weightage
Test – I	2	50	-	50	10
Test – II	2	50	-	50	10
Model	3	60	-	60	15
ESE	3	50	10	60	-

Part – IV : Foundation Courses

(All the Undergraduate Programmes)

Course Code	Course Name	Category	Hours / Week	Credits
24HUM2FC	Human Rights	FC - II	2	2

Unit	Content
	Concept of Human Values, Value Education Towards Personal Development Aim of Education and Value Education; Evolution of Value Oriented Education; Concept of Human Values; Types of Values; Components of Value Education.
Ι	Personal Development: Self-analysis and Introspection; Sensitization towards Gender Equality, Physically Challenged, Intellectually Challenged. Respect to - Age, Experience, Maturity, Family Members, Neighbors, Co-workers. Character Formation towards Positive Personality: Truthfulness, Constructively, Sacrifice, Sincerity, Self-Control, Altruism, Tolerance, Scientific Vision.
Π	 Value Education Towards National and Global Development National and International Values: Constitutional or National Values - Democracy, Socialism, Secularism, Equality, Justice, Liberty, Freedom, and Fraternity. Social Values - Pity and Probity, Self-Control, Universal Brotherhood. Professional Values - Knowledge Thirst, Sincerity in Profession, Regularity, Punctuality, and Faith. Religious Values - Tolerance, Wisdom, Character. Aesthetic Values - Love and Appreciation of Literature and Fine Arts and Respect for the Same. National Integration and International Understanding.
III	Impact of Global Development on Ethics and Values Conflict of Cross-Cultural Influences, Mass Media, Cross-Border Education, Materialistic Values, Professional Challenges, and Compromise. Modern Challenges of Adolescent Emotions and Behavior; Sex and Spirituality: Comparison and Competition; Positive and Negative Thoughts. Adolescent Emotions, Arrogance, Anger, Sexual Instability, Selfishness, Defiance
IV	Therapeutic Measures Control of the Mind through a. Simplified Physical Exercise b. Meditation – Objectives, Types, Effect on Body, Mind and Soul c. Yoga – Objectives, Types, Asanas d. Activities: (i) Moralisation of Desires (ii) Neutralisation of Anger (iii) Eradication of Worries (iv) Benefits of Blessings

Unit	Content
V	 Human Rights 1. Concept of Human Rights – Indian and International Perspectives a. Evolution of Human Rights b. Definitions under Indian and International Documents 2. Broad Classification of Human Rights and Relevant Constitutional Provisions. a. Right to Life, Liberty and Dignity b. Right to Equality c. Right against Exploitation d. Cultural and Educational Rights e. Economic Rights 3. Human Rights of Women and Children a. Social Rights 3. Human Rights of Women and Children a. Social Practice and Constitutional Safeguards (i) Female Feticide and Infanticide (ii) Domestic Violence (iv) Conditions of Working Women 4. Institutions for Implementation a. Violation systee b. Judiciary 5. Violation by State b. Violation by Individuals c. Nuclear Weapons and terrorism d. Safeguards

Web	Resources
1.	https://syllabus.b-u.ac.in/syl_college/ug_ve.pdf

Components for Internal Assessment and Distribution of Marks for CIA (Theory)

	Marks for			Components for CIA							
Max Marks	CIA	ESE	С	IA – I	CIA – II		Best of CIA-I & CIA-II			Total (<mark>Best</mark> + Model)	
50	50 50	_	Actual	Weightage	Actual	Weightage	Weightage	Actual	Weightage	50	
50	50		50	25	50	25	25	50	25	50	

Question Paper Pattern

Duration in Hrs.	Mode of Exam	Type of Questions	No. of Questions	Marks
2	Offline	Open Choice	5 (Out of 8)	5 x 10=50

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Part – IV : Ability Enhancement Compulsory Courses

(All the Undergraduate Programmes)

Course Code	Course Name	Category	Hours / Week	Credits
24SOF2AE	Soft Skills	AECC - II	2	2

Course Objectives

The course intends to cover

• The essential soft skills that is crucial for success in today's dynamic and interconnected workplace.

Course Learning Outcomes

On the successful completion of the course, students will be able to

CLO	CLO Statements				
CLO1	Understand the comprehensive skills to participate actively in conversation, writing short texts with expression	K1, K2, K3			
CLO2	LO2 Infer the cohesive devices to describe and discuss any objects, pictures using compound, complex sentence forms.				
CLO3	Comprehend the logic in the given situation to organize the ideas to write formal and informal letters.				
CLO4	CLO4 Understand the given material to organize it in a logical sequence to present a paragraph with main and supporting ideas with concluding sentences.				
CLO5	CLO5 Present valuable ideas in conversation to emulate the main ideas and key points in short essays.				
K1 - Remember; K2 - Understand; K3 - Apply;					

Ability Enhancement Compulsory Course - II : Soft Skills

Unit	Details	No. of Hours
Ι	Presentation Skills : Getting to Know You: Grammar: Introduction to Tenses; Listening: Fill in the blanks; Speaking: Self Introduction, Everyday English, Role- Play; Reading: Different ways of communication. My Day: Grammar: Present simple positive & negative / Adverbs of Frequency; Vocabulary & Speaking: Daily Activities; Listening: Observe and Answer / Telling the time; Reading & Writing: Describe where you live. Your World: Grammar: Possessive determiners; Vocabulary & Speaking: Talk about countries, nationalities; Listening: Positive & negative contractions; Reading & Writing: Personal profile. The World Of Work: Grammar: Yes/No & Wh Questions; Vocabulary & Speaking: Jobs; Listening: Recognize the schwa sound; Reading & Writing: Opening and closing an email. Places And Things: Grammar: There is / there are, articles; Vocabulary & Speaking: Talk about rooms & furniture; Listening: Directions; Reading & Writing: Imperatives. 24 Hours: Grammar: Likes & Dislikes; Vocabulary & Speaking: Speak about hobbies and interests; Listening: Observe & answer; Reading: Match the photos with descriptions; Writing: Write complete sentence using prompts;	6
П	Confidence : Clothes and Shopping: Grammar: Modal verbs / Adverbs of Frequency / Adjectives and Adverbs; Vocabulary & Speaking: Shopping; Listening: Observe and Answer; Reading & Writing: Product Review. Travel & Transport: Grammar: Past simple questions; Vocabulary & Speaking: Talk about holidays; Listening: At the train station; Reading & Writing: Email - A perfect holiday. Health & Fitness: Grammar: Past simple irregular verbs; Vocabulary & Speaking: Talk about a healthy lifestyle; Listening: Listen & Answer; Reading & Writing: Time sequencers. Music: Grammar: Present perfect simple; Vocabulary & Speaking: Survey about music; Listening: Listen two people talk about music; Reading: Use adjectives and create sentences. Let's go shopping: Grammar: Countable & Uncountable; Vocabulary & Speaking: Town Survey; Listening: Listen and answer; Reading & Writing: Read and match	6
III	Creativity :Cooking & Eating: Grammar: Some & Any, Quantifiers; Vocabulary & Speaking: Food & Drink; Listening: Kitchen conversation; Reading & Writing: Article reading & answering. Survival: Grammar: Comparison of adjectives; Vocabulary & Speaking: Describing people; Listening: Listen & Answer; Reading & Writing: Read and Answer. Working Together: Grammar: Verb + Noun phrases; Vocabulary & Speaking: Talk about technology; Listening: Listen & Answer; Reading & Writing: Notice. Music: Grammar: Present perfect simple; Vocabulary & Speaking: Survey about music; Listening: Listen two people talk about music; Reading: Use adjectives and create sentences. Culture and Arts: Grammar: Present perfect; Vocabulary & Speaking: Speak on the phone; Listening: Listen and answer; Reading & Writing: Review	6

Unit	Content	No. of hours
IV	Problem-Solving :Do's and Don'ts: Grammar: Modal verbs; Vocabulary & Speaking: Role play; Listening: Holidays in January; Reading & Writing: Article reading & answering. Body: Grammar: First conditional; Vocabulary & Speaking: Personality & Appearance; Listening: Listen to conversations about personality; Reading & Writing: Read and Answer about your skills. Speed: Grammar: Present simple passive; Vocabulary & Speaking: Talk about relationships; Listening: Listen & Answer; Reading & Writing: Error spotting. Work: Grammar: Adverbs of manner; Vocabulary & Speaking: Talk about work advice; Listening: Observe & Answer; Reading: Read & check your ideas	6
v	Critical Thinking : Influence: Grammar: would / past habits; Listening: Sentence Correction; Speaking & Vocabulary: Your inspiration; Reading: Picture description; Writing: Rewrite the sentences. Money: Grammar: Second conditional; Listening: radio programme; Speaking & Vocabulary: Talk about games; Reading & Writing: Fill in the blanks. Things that changed the world: Grammar: articles; Speaking & Listening: Talk about chewing gum; Reading & Writing: Read and write a book review	6
Total Hours		

Components for and Distribution of Marks for ESE (Theory)

Ability Enhancement Compulsory Course(AECC)

Duration in Hrs.	Mode of exam	Type of Questions	No. of Questions	Marks
2	Online	MCQ	50	50x1=50

