आंतर विद्याशाखीय अभ्यास विद्याशाखे अंतर्गत राष्ट्रीय शैक्षणिक धोरण २०२० नुसार पदवी प्रथम वर्षाचे अभ्यासक्रम (Syllabus) शैक्षणिक वर्ष २०२४–२५ पासून लागू करण्याबाबत.

परिपत्रक

या परिपत्रकान्वये सर्व संबंधितांना कळविण्यात येते की, या विद्यापीठा अंतर्गत येणा–या सर्व संलग्नित महाविद्यालयामध्ये शैक्षणिक वर्ष २०२४–२५ पासून पदवीस्तरावर राष्ट्रीय शैक्षणिक धोरण –२०२० लागू करण्याच्या दृष्टीकोनातून आंतर विद्याशाखीय अभ्यास विद्याशाखे अंतर्गत येणा–या अभ्यासमंडळांनी तयार केलेल्या पदवी प्रथम वर्षाचे अभ्यासक्रमांना मा. विद्यापरिषदेने दिनांक १५ मे २०२४ रोजी संपन्न झालेल्या बैठकीतील विषय क्रमांक १८/५९–२०२४ च्या ठरावाअन्वये मान्यता प्रदान केली आहे. त्यानुसार आंतर विद्याशाखीय अभ्यास विद्याशाखेतील खालील बी. ए. प्रथम वर्षाचे अभ्यासक्रम (Syllabus) लागू करण्यात येत आहेत.

Sr. No.	Name of the Course Subject
01	B. A. I year Drana
02	B. A. I year Music
03	B. A./B. Sc. I year Hospitality Studies
04	B. A. I year Animation

सदरील परिपत्रक व अभ्यासक्रम प्रस्तुत विद्यापीठाच्या **www.srtmun.ac.in** या संकेतस्थळावर उपलब्ध आहेत. तरी सदरील बाब ही सर्व संबंधितांच्या निदर्शनास आणून द्यावी, ही विनंती.

'ज्ञानतीर्थ' परिसर,

विष्णुपुरी, नांदेड – ४३१ ६०६.

जा.क्र.:शै–१/एनइपी/आंविशाखापदवी/२०२४–२५/१५७

दिनांक २२ /०७/२०२४

डॉ. सरिता लोसरवार

सहा.कुलसचिव

शैक्षणिक (१–अभ्यासमंडळ) विभाग

प्रत : १) मा. आधिष्ठाता, आंतर विद्याशाखीय अभ्यास विद्याशाखा, प्रस्तुत विद्यापीठ.
२) मा. संचालक, परीक्षा व मुल्यमापन मंडळ, प्रस्तुत विद्यापीठ.
३) मा. प्राचार्य, सर्व संबधित संलग्नित महाविद्यालये, प्रस्तुत विद्यापीठ.
६) सिस्टीम एक्सपर्ट, शैक्षणिक विभाग, प्रस्तुत विद्यापीठ. याना देवून कळविण्यात येते की, सदर परिपत्रक संकेतस्थळावर प्रसिध्द करण्यात यावे.

SWAMI RAMANAND TEERTH

MARATHWADA UNIVERSITY, NANDED - 431 606

(Structure and Syllabus of Four Years Multidisciplinary Degree Program with Multiple Entry and Exit Option)

UNDERGRADUATE PROGRAMME OF

Major in **_DSC_**   (Animation)

Under the Faculty of Interdisciplinary Studies

Effective from Academic year 2024 – 2025

(As per NEP-2020)

Forward by the Dean, Faculty of Interdisciplinary Studies

National Education Policy 2020 has been announced on 29.07.2020 course Government of India. NEP 2020 proposes a new and forward-looking vision for India's Higher Education System through quality universities and colleges. Its key is in the curriculum and its practical implementation. NEP 2020 foresees more vibrant, socially engaged, cooperative communities and a happier, cohesive, cultured, productive, innovative, progressive, and prosperous nation. The introduction of Research Methodology and ethics will widen the vision and broaden the perspectives of the learners.

The curriculum must be exciting, relevant, and regularly updated to align with the latest knowledge requirements and meet specified learning outcomes. High-quality pedagogy is necessary to impart the curricular material to students successfully; pedagogical practices determine the learning experiences provided to students, thus directly influencing learning outcomes. The assessment methods must be scientific, designed to improve learning and continuously test the knowledge application.

When syllabi are developed and framed appropriately at University, it will result in the upbringing and nourishment of multidisciplinary and holistic citizens. Emphasis is on outcome-based learning. Every course has well-defined objectives and outcomes. The assessment guidelines also provide clarity and precision to the vision behind prescribing the particular course content.

The syllabus of four year undergraduate bachelor course is a reformative and constructive step in the effective implementation of National Policy on Education 2020 by the Swami Ramanand Teerth Marathwada University. It is a product of rigorous exercise undertaken by the

respective Board of Studies of the University which was prepared the guidelines provided by the steering committee set up by the Government of Maharashtra. This syllabus reflects the philosophical foundation through documents on National Education Policy 2020 which was provided by the Ministry of Education of Government of India and University Grants Commission, New Delhi.

This syllabus consists of content and activities that will empower the students for inculcating 21st century skills. The highlights of syllabus offers; holistic, inter- multi-trans disciplinary approach, research component, flexibility, technology embedded teaching-learning, value based and skill enhancement, which defines educational experience and opens up a whole new world of opportunities.

This syllabus structured on various predefined verticals that includes major subject and minor subject, generic or open electives, vocational and skill enhancement courses, ability enhancement courses, value education courses, Indian knowledge system, co-curricular courses which will be leading towards graduation and perusing their career thereafter. There are total eight semesters for four year undergraduate course where, each semester is of 22 credits and students will have to choose semester wise specific vertical carefully.

Introducing Case Studies and Field Projects has created a unique opportunity for the higher education institute to bridge the gap between the academia, industry and the community, NEP believes effective learning requires a comprehensive approach that involves an appropriate curriculum, engaging pedagogy, continuous formative assessment, and adequate student support.

We are sure that the Graduate centers of this university and its affiliated colleges will implement the course effectively and successfully, resulting in a healthy and more creative academic ambience.

The design and development of syllabus is a continuous process, therefore all these syllabi are constantly under review. It is a request to teachers and students to suggest addition and changes in the present syllabus for supporting bright future of the learners.

Professor Dr. Chandrakant Ragho Baviskar
Dean (IC), Faculty of Interdisciplinary Studies
Swami Ramanand Teerth Marathwada University
Nanded- 431 606 (Maharashtra state)

Forward by the Chairman, Subject Animation

National Education Policy 2020 is the indigenous and ambitious educational framework that sets our vision to contribute immensely for the Vikasit Bharat @ 2047.

The curriculum must be engaging, up-to-date and updated on a regular basis to satisfy the most recent knowledge requirements and learning outcomes. High-quality pedagogy is required to properly impart curricular material to students; pedagogical practices shape the learning experiences delivered to students, hence directly influencing learning outcomes. Assessment procedures must be scientific, designed to increase learning, and regularly tested for knowledge application.

The universities correct syllabus structuring and development will result in the formation and nourishment of interdisciplinary and holistic citizens. The focus is on outcome-based learning. Each course has well stated objectives and outcomes. The assessment rules also add clarity and precision to the aim for prescribing specific course content.

Animation syllabus covers wide area of subject such as Animation, web, 2D Animation, 3D Animation, Graphic and VFX. Students will learn industry professional and study range of topic include basic Animation principles and Animation pipeline. Those skills are highly demanding in Animation and VFX industry.

NEP foresees more vibrant, socially engaged, cooperative communities and a happier, cohesive, cultured, productive, innovative, progressive, and prosperous nation. The introduction of Research Methodology and ethics will widen the vision and broaden the perspectives of the learners.
Introducing Case Studies and Field Projects has created a unique opportunity for the higher education institute to bridge the gap between the academia, industry and the community NEP believes effective learning requires a comprehensive approach that involves an appropriate curriculum, engaging pedagogy, continuous formative assessment, and adequate student support.
We are sure that the Graduate centres of this university and its affiliated colleges will implement the course effectively and successfully, resulting in a healthy and more creative academic ambience.

Dr. Durga Satyanarayan Sharma
Chairman, *Animation*
Interdisciplinary Studies
Swami Ramanand Teerth Marathwada University, Nanded.

Swami Ramanand Teerth Marathwada University, Nanded

Members of the Board of Studies in the subject of Animation

Under the faculty of Interdisciplinary Studies

Sr No	Name of the Member	Designation	Address with mail id	Contact No.
1	Prof. Dr. Durga Sharma	Chairman	Dayanand College of Arts, Latur. hellodsharma1508@gmail.com	9545205999
2	Prof. Sachin Patange	Member	Dayanand College of Arts, Latur sachinpptange@gmail.com	9096463943

Swami Ramanand Teerth Marathwada University, Nanded
Under the faculty of Interdisciplinary Studies

General Guidelines for Selection of Courses

i. **Major subject** is the discipline or course of main focus, **Bachelors**' degree shall be awarded in that Discipline / subject.

ii. **Minor Subject(s)** is/are the subjects from the same discipline / faculty and shall act as supporting subjects to the Major.

iii. At the entry level of the 3/4-year UG program students shall be required to choose any **THREE** of the available subjects in a college/institute as **Optional 1, Optional 2 and Optional 3 subjects, respectively**

iv. No. of credits assigned to the **Optional 1, Optional 2 and Optional 3 shall be same in Semesters I and II.**

v. **In the second year of the degree program students shall have to select one of the three subjects (Optional 1, 2 and 3) as a Major Subject and one as Minor Subject, while third optional shall be discontinued.**

vi. Students shall have option to switch over from **Major to Minor or vice-versa after first year**.

vii. Once they finalize their **Major subject** in the beginning of the second year of the programme, they shall pursue their further education in that particular subject as the **Major** course. Therefore, from second year onwards curriculum of the **Major** and **Minor** subjects shall be different.

viii. Students are required to select **Generic /Open Elective** (**vertical 3 in the credit framework**) compulsorily from the **faculties different from their Major / Minor subjects** (select from **Basket 3**).

ix. **Content and other details of the GE are available in the document prepared by the respective BOS from which the candidate has chosen his/her GE.**

x. Students shall be required to complete the **Skill based courses of 06 credits** in the first two years.

xi. **Vocational Courses (VSEC or VSC)** shall be related to the **Major** course

xii. **Ability Enhancement Courses (AEC)**:

    a) **English Communication Course (Language)** of 2 credits shall be offered in Semester I and III

    b) **Modern Indian Languages** shall be of 2 credits and shall be offered in Semester II and IV

xiii. Courses marked as **VEC, CI, IKS and CCC** in Column Nos. 7and 8 shall be common for all the students irrespective of their faculties of studies.

xiv. Curriculum of **VEC, CI, IKS and CCC** shall be provided by the University separately.

SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY, NANDED - 431 606

Summary of the Credits Assigned to various courses to be proposed by the Board of Studies under the faculty of Interdisciplinary Studies

A. No. Of Credits assigned to various courses:

Sr No.	Heads	Credits assigned in each Semester								Total Credits
		I	II	III	IV	V	VI	VII	VIII	
1	Optional 1	4	4	8	8	16	16	18/14	18/14	92/84
2	Optional 2	4	4	2	2	--	--	--	--	12
3	Optional 3	4	4	--	--	--	--	--	--	08
3	Generic Electives / Research Methodology	2	2	2	2	--	--	4	--	8 + 4 (12)
4	Vocational and Skill Enhancement Course / Indian Knowledge System	2	2	2	2	4	2	--	--	8+6 (14)
5	Ability Enhancement Course L1 (English)	2	2	2	2	--	--	--	--	8
6	Ability Enhancement Course L2 (SL)	2	2	2	2	--	--	--	--	8
7	Value Added Course /IKS (Constitution of India / EVS)	2	2	--	2	--	--	--	--	6
8	Community Engagement Services NCC/NSS/Sports/Culture	--	--	2	2	--	--	--	--	4
9	Project/ Field Work/ OJT /Internship	--	--	2	--	2	4	--/4	4/8	14/22
10	Total Credits	22	22	22	22	22	22	22	22	176

1. **MAJOR COURSES** *(92 / 84 CREDITS, BASKET-1)*:EACH BOS SHALL SUGGEST MAJOR COURSES OF 04 CREDITS (02 CREDIT THEORY AND 02 CREDIT PRACTICAL PAPERS OR TWO THEORY PAPERS EACH OF CREDIT 02) FOR SEMESTERS I AND II
AS THE UNIVERSITY HAS ADOPTED THREE OPTIONAL CREDIT FRAMEWORK, THEREFORE, EVERY STUDENT HAVE A FREEDOM TO CHOSE THREE COURSES OF HIS CHOICE FROM AMONG THE OPTIONS MADE AVAILABLE BY A PARTICULAR COLLEGE / INSTITUTE (BASKET 1). AS NUMBER OF CREDITS ASSIGNED TO ALL THE THREE OPTIONAL ARE SAME, THEREFORE, HE / SHE HAVE A FREEDOM TO SELECT ANY ONE OF THEM AS MAJOR AND ONE AS MINOR COURSE FROM SECOND YEAR ONWARD.

2. **MINOR COURSES** *(20 + 04 CREDITS)*:THERE SHALL BE THREE OPTIONALS (COURSES) OF SAME CREDITS IN FIRST YEAR UG. THEREFORE, MAJOR AND MINOR COURSES HAVE SAME WEIGHT-AGE AND STUDENTS HAVE FLEXIBILITY TO CHOSE ANY OF THE THREE OPTIONAL AS A MAJOR AND ONE AS MINOR, WHILE THIRD OPTIONAL SHALL BE DISCONTINUED IN SECOND YEAR.

TOTAL NUMBERS OF CREDITS ASSIGNED TO THE MINOR COURSES ARE 20 AND A COURSE ON RESEARCH METHODOLOGY OF 4 CREDITS IN VIITH SEMESTER.

3. GENERIC ELECTIVES *(08 credits; FOR STUDENTS FROM FACULTIES OTHER THAN Interdisciplinary Studies*

, BASKET-2):STUDENTS HAVE TO CHOOSE ONE PAPER OF 02 credits in semester I to VI as **Generic Electives from Basket 2 of faculties other than that of three optionals.** As these papers shall be opted by the students from other faculties; therefore, difficulty level of these courses shall at beginners' level (4.0). Students have freedom to choose one **Generic Elective** paper from **Basket-2** in each semester, provided these GE courses are from other faculty.

4. **Ability Enhancement Course (AEC)** *(08 credits; cOMMON FOR ALL FACULTY STUDENTS, BASKET-3)*: One Language course each of 02 credits in the first four semesters.
AEC – First Language English *(Compulsory for all disciplines)* *(02 credits each in semesters I to IV)*
MIL – Second Language (Students have option to choose second language from the **Language Basket-IV**) *(02 credits each in semesters I to IV)*

5. **Vocational and Skill Enhancement Courses (VSC/SEC)** *(08 +06 credits, VSC shall be related to the Major Course)*:
Students have freedom to choose SEC (Skill Enhancement Course) from **Basket - 4.**Vocational Course (VSC) shall be related to the **Major subject**.

6. **Indian Knowledge System (IKS) (Generic)** *(02 credits, common for all faculties)*: Students have to undertake a course on **Indian Knowledge System** of 02 credits and shall be common for the students from all faculties of study.

7. **Value Education Courses (VEC)** *(04 credits, common and compulsory for all faculty students)*: Students have to complete two Value Added courses each of 02 credits during semester V and VI and are compulsory for students of all faculties.
a. Constitution of India *(02 credits)* – in Semester V
b. Environmental Studies *(02 credits)* – in Semester VI

8. **Community Engagement Services (CES / CCC)***(04 credits, common for all faculty students)*:
Students need to complete four **Community Engagement Services** courses like **NCC, NSS, Sports,**

Cultural Studies each of 02 credits in semesters III and IV and are common across the faculty. Grades of NCC/NSS/Sports/Cultural courses shall be awarded to the students on the basis of their participation in University, Regional, National, International, Inter-University and Intra-University level activities. Guidelines for the award of grades for NCC/NSS/Sports/Cultural studies shall be prepared by a Committee constituted by the University.

9. **Field Work / Projects/ OJT/ Internship/Apprenticeship related to DSC major subjects** *(14 credits for Honours and 22 credits for Honours with Research credits):* The students shall have to complete Field Work, Project, Case Study, Internship or Apprenticeship, etc. as per the credit framework.

10. **Bachelor of Science in DSC Honors and Minor in DSM.**
    For the award of **Bachelor of Arts in DSC Honors and Minor in DSM** students have to complete **92 credits** from Major, **20** credits of Minor and the required number of credits of Field Work / Projects/ Internship/Apprenticeship/Case study **related to Major subject**.

11. **Bachelor of Science in DSC Honors with Research and Minor in DSM.**
    For the award of **Bachelor of Arts in DSC Honors with Research and Minor in DSM** students have to complete **84 credits** theory courses of Major subject, **20 credits** of Minor and required number of credits of Field Work /Projects/ Internship/Apprenticeship/Case study **related to Major subject**.

12. **The guidelines in this booklet are as per the** Directorate Office, Higher and Technical Education,Government of Maharashtra Circular dated 13th March 2024 **and are subject to change time-to-time as per the revised guidelines from this office.**

MULTIPLE EXIT Options for Students:

1. **Exit Option after First year**

   Students may take exit after completion of first year with **Certificate in Major (DSC) and Minor (DSM) subject** on completion of minimum 44 credits and additional 4 credits of NSQF skill / vocational in major/minor subject or internship during summer vacation.

2. **Exit Option after Two years**

   Students may take exit after completion of second year of the programme with **Diploma in Major (DSC) and Minor (DSM)** subject on completion of minimum 88 credits and additional 04 credits on NSQF skill / vocational or Internship on major/minor courses during summer vacation.

3. **Exit Option after Three years**

   Students may take exit with a Degree as **Bachelors of Arts in Major (DSC) and Minor (DSM)** after earning minimum of 132 credits.

4. **Exit Option after Four Years** after completing 176 credits

   (a) **Bachelor of Arts in DSC Honours and Minor in DSM.**

   (b) **Bachelor of Arts in DSC with Research and Minor in DSM.**

Swami Ramanand Teerth Marathwada University, Nanded

Faculty of Faculty of Interdisciplinary Studies (Example- 1 Three Optional)

Structure for Four Year Multidisciplinary Degree Program with Multiple Entry and Exit

Subject: DSC (Major) /DSM (Minor)

Year & Level	Semester	Optional-1	Optional-2	Optional-3	Generic Elective (GE) (select from Basket 3 of (*Faculties other than Humanities*))	Vocational & Skill Enhancement Course	Ability Enhancement Course (AEC) (Basket 4) Value Education Courses (VEC / Indian Knowledge System (IKS)(Basket 5) (*Common across all faculties*)	Field Work / Project/Internship/ OJT/ Apprenticeship / Case Study Or Co-curricular Courses (CC) (Basket 6 for CC) (*Common across all faculties*)	Credits	Total Credits
1	2	3	4	5	6	7	8	9	10	11
1 (4.5)	I	IANICTP1101 Graphic Design (Theory + Practical) (4 Cr) **4 Credits**	IANIMTP 1101 Art Foundation (Theory + Practical) (4 Cr) **4 Credits**	IANIETP1101 Matte Painting (Theory + Practical) (4Cr) **4 Credits**	IANIGE1101 Introduction to Perspective and Shading (Pr) (2 Cr) **2 Credits**	IANIVC1101 Clay Modeling (Practical) (2 Cr) **2 Credits**	AECENG1101(2Cr) AECXXX1101(2Cr) (*Hin, Mar, Kan, Pal, Urd, San, etc*) IKSXXX1101(2Cr) **6 Credits**	---	22	
	II	IANICTP1151 Product Visualization (Theory + Practical) (4 Cr) **4 Credits**	IANIMTP1151 Architecture Visualization (Theory + Practical) (4 Cr) **4 Credits**	IANIETP1151 2D Digital Animation (Theory + Practical) (4Cr) **4 Credits**	IANIGE1151 Introduction of Computer (Pr) (2cr) **2 Credits**	IANIVC 1151 Studies of Anatomy (Pr) (2cr) **2 Credits**	AECENG1151(2Cr) AECXXX1151(2Cr) (*Hin, Mar, Kan, Pal, Urd, San, etc*) VECCOI1151(2Cr) *Constitution of India* **6 Credits**	---	22	44
	Cum. Cr.	**08**	**08**	**08**	**00**	**04**	**12**	**04**	44	

2 (5.0)	III	IANICTP1201 3D BG Designing (Theory + Practical) (4 Cr) IANICTP1202 Character Modeling (Theory + Practical) (4 Cr) 8 Credits	IANIMP1201 2D Animated Short Film (Pr) (2 Cr) 2 Credits	---	IANIGE1201 History of Animation (Pr) (2Cr) 2 Credits	IANIVC1201 Presentation Skills (Pr) (2 Cr) 2 Credits	AECENG1201(2Cr) AECXXX1201(2Cr) *(Hin, Mar, Kan, Pal, Urd, San, etc)* 4 Credits	CCCXXX1201 (2Cr) *(NCC/NSS/SPT(sports)/ CLS(Cultural Studies)/HWS(Health Wellness)/ YGE(Yoga Education) / FIT(Fitness)* HIANIFP1201(2Cr) 4 Credits	22
	IV	IANICTP1251 Character Rigging (Theory+ Practical) (4 Cr) IANICTP1252 Animation (Theory+ Practical) (4 Cr) 8 Credits	IANIMT1251A Animation Principal (Th) (2Cr) 2 Credits	---	IANIGE1251 Color Theory and Color Physiology (Pr) (2Cr) 2 Credits	IANIVC1251 Soft Skills (Pr) (2Cr) 2 Credits	AECENG1251(2Cr) AECXXX1251(2Cr) *(Hin, Mar, Kan, Pal, Urd, San, etc)* VECEVS1251 (2Cr) *Environmental Studies* 6Credits	CCCXXX1251 (2Cr) *(NCC/NSS/SPT(sports)/ CLS(Cultural Studies)/HWS(Health Wellness)/ YGE(Yoga Education) / FIT(Fitness)* 2 Credits	22
									88
	Cum. Cr.	24	12	08	08	6+2= 08	22	06	44

3 (5.5)	Sem									
	V	IANICTP1301 Web Design (Theory+ Practical) (4Cr) IANICTP1302 Advance Lightening & Texturing(Theory+ Practical) (4 Cr) IANICTP1303 Rotoscopy (Theory+ Practical) (4Cr) 12 Credits	IANIEP1301 3D Animated short flim (Pr) 4 Credits	------	---	-----	IANIVC1301 Basic Spoken English 4 Credits	-----	IANIFP1301 2 Credits	22
	VI	IANICTP1351 Film Layer Compositing Based (Theory+ Practical) (4 Cr) IANICTP1352 Node Based Compositing (Theory+ Practical) (4Cr) IANICP1353 Motion Graphics (Pr) (2 Cr) IANITP1351 E-Commerce(2Cr) (Pr) 12 Credits	IANIETP1351 Color Grading (Theory+ Practical) (4Cr) 4 Credits	--	-----	---	IANIVC1351 Advance Spoken English (Th)(2r) 2 Credits	-----	IANIOJ1351 4 Credits	22
	Cum. Cr.	48+8=56	12	08	08	6 + 8 =14	22	12	44	132

		Exit option: **Bachelor of Interdisciplinary with Major in DSC and Minor in DSM**									
4 (6.0)	VII	IANICTP1401 Video Editing (Theory+ Practical) (4Cr) IANICTP1402 FX (Theory+ Practical) (4Cr) IANICTP1403 Paint (4Cr) (Theory+ Practical) (4Cr) IANICP1404 Documentary Film (Pr)(2Cr) **14 Credits**	IANIEP 1401 Graphic Portfolio (Pr) (2Cr) IANIEP 1402 Open Source of Blender (Pr) (2Cr) **4 Credits**	IANIRM1401 *Research Methodology* **4 Credits**	--		--	--	--	--	**22**
	VIII	IANICTP1451 Matchmoving (Theory+ Practical) (4Cr) IANICP1452 Shot Finalization (4Cr) IANICTP1453 UI/UX Design (Theory+ Practical) (4Cr) IANICP1454 VFX Demo reel (Pr) (2Cr) **14 Credits**	IANIEP1451 Blogging Portfolio (Pr) **4 Credits**	--		--	--	--	IANIOJ1451 **4 Credits**	**22**
	Cum Cr	**Honours: 76+16=92**	**12+ RM 04**		**08**	**08**	**(V-08 + S-06) 14**	**(AEC-16 + VEC-4 + IKS-2) 22**	**(CC-04+FP/CS-04+OJT-04+OJT 4)**		**44**

									16	176
				Exit option: Bachelor of Interdisciplinary with Major in DSC (Honours) and Minor in DSM						
4 (6.0)	VII	IANICTP1401 Advance 3D Animation Technique (Theory+ Practical) (4Cr) IANICTP1402 Advance Digital Graphic (Theory+ Practical) (4Cr) IANICP1403 portfolio Making (Pr) (2Cr) **10 Credits**	IANIETP 1401 Fundamental of AI (Theory+ Practical) **4 Credits**	IANIRM1401 *Research Methodology* **4 Credits**		--	--	--	IANIRP1401 *Research Project* (4Cr) **4 Credits**	22
	VIII	IANICTP1451 2d and 3D Compositing (Theory+ Practical) (4Cr) IANICTP1452 Final Editing in VFX (Theory+ Practical) (4Cr) IANICT1453 VFX Demo reel **10 Credits**	IANIETP 1451 Advance Web Development (Theory+ Practical) **4 Credits**	--		--	--	--	IANIRP1451 *Research Project* (8Cr) **8 Credits**	22
				Exit option: Bachelor of Interdisciplinary with Major in DSC (With Research) and Minor in DSM					44	
Total Credits		**Major – 68+16=84**	**12+RM 04**	**08**	**GE/OE - 08**	**(V-08 + S-06) 14**	**(AEC-16 + VEC-4 + IKS-2)22**	**(CC-04+FP/CS-04+OJT-04+RP-12) 24**	176	

Abbreviations:

1. **DSC:** Department/Discipline Specific Core (Major)
2. **DSE:** Department/Discipline Specific Elective (Major)
3. **DSM:** Discipline Specific Minor
4. **GE/OE:** Generic/Open Elective
5. **VSEC:** Vocational Skill and Skill Enhancement Course
6. **VSC:** Vocational Skill Courses
7. **SEC:** Skill Enhancement Courses
8. **AEC:** Ability Enhancement courses
9. **MIL:** Modern Indian languages
10. **IKS:** Indian Knowledge System
11. **VEC:** Value Education Courses
12. **OJT:** On Job Training: (Internship/Apprenticeship)
13. **FP:** Field Projects
14. **CEP:** Community Engagement and Service
15. **CC:** Co-Curricular Courses
16. **RM:** Research Methodology
17. **RP:** Research Project/Dissertation

Faculty of Interdisciplinary Studies

General Guidelines for course structure:

1) The Major subject is the discipline or subject of the main focus and the degree will be award

2) Credits and curriculum for optional subjects are same in the first year.

3) In the first year students should choose three different subjects as optional subject in the same

4) From the second-year curriculum of major and minor subject is the different and students have three optional subjects.

5) Generic /Open Elective are to be chosen compulsorily from faculty other than that of the Maj

6) Vocational and Skill Enhancement Courses (VSEC or VSC and SEC) are related to Major Co

7) Ability Enhancement Courses (AEC):

    a) English language may be offered Sem .I for 2 Credits and sem. III for 2 Cr. in AEC

    b) Second languages may be offered Sem .II for 2 Credits and sem. IV for 2 Cr. in MIL

8) Column No. 8 and 9 is common for all faculties.

9) Curriculum of VEC, COI, IKS a

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Swami Ramanand Teerth Marathwada University, Nanded

<u>Assigning Codes to the Courses</u> Alphanumeric, TEN Character Coding AAAAA XXXX

1) First (A) Letter indicate Faculty:H – Humanities **S**- Science; **C** – Commerce, & Management, **I**- Interdisciplinary Studies and**D**–Distance / External mode.

2) Next Three Letters(XXX) indicates Subject (e.g.GEO- Geography, ECO – Economics, PHY – Physics, COM – Commerce, CMP – Computer Sci) etc.

3) Fifthand Sixth Letter indicate nature of the course: (e.g.**CT** – Core Theory , **CP** – Core Practical, **MT** – Minor Theory, **MP**– Minor Practical, **ET**– Elective Theory ,**EP**– Elective Practical, **FP**– Field Project, **FW** – Field Work, **OJ** – On Job training, **GE**- Generic /open Elective (Internship/Apprenticeship), **IN** – Internship, **CS** – Case Study, **VC:** Vocational Skill Courses, **SC:** Skill Enhancement Courses, **AEC:** Ability Enhancement courses, **VEC:** Value Education Courses,**MIL:** Modern Indian languages, **IKS:** Indian Knowledge System, **CCC:** Co-Curricular Courses/ Community Engagement and Service, **RM:** Research Methodology. etc.)

4) Seventh Character or First Numberindicate the Centre (**1**-for Affiliated colleges, **2** -Main Campus, **3**- Model Degree College,**4**- Sub-centreLatur,**5**- Sub-centreParbhani)

5) Eighth Character or second number indicate -Year of Study.E.g.**1** - First year,**2**- Second year.etc.

6) Last Two Numbers indicate Course Number

e.g. **IEDUCT1101** –Faculty of Interdisciplinary Studies **(I)** Education **(EDU)** subject Core Theory **(CT)** Course offered in First Semester in affiliated colleges **(1101)**

Sr. No	UG/PG	Semester	Affiliated Colleges	Main Campus	Model Degree College	Sub-center Latur	Sub-center Parbhani	Kinwat Sub-Centre
1	First Year	Semester I	1101 to 1150	2101 to 2150	3101 to 3150	4101 to 4150	5101 to 5150	6101 to 6150
2		Semester II	1151 to 1199	2151 to 2199	3151 to 3199	4151 to 4199	5151 to 5199	6151 to 6199
3	Second Year	Semester III	1201 to 1250	2201 to 2250	3201 to 3250	4201 to 4250	5201 to 5250	6201 to 6250
4		Semester IV	1251 to 1299	251 to 2299	3251 to 3299	4251 to 4299	5251 to 5299	6251 to 6299
5	Third Year	Semester V	1301 to 1350	2301 to 2350	3301 to 3350	4301 to 4350	5301 to 5350	6301 to 6350
6		Semester VI	1351 to 1399	2351 to 2399	3351 to 3399	4351 to 4399	5351 to 5399	6351 to 6399
7	Fourth Year	Semester VII	1401 to 1450	2401 to 2450	3401 to 3450	4401 to 4450	5401 to 5450	6401 to 6450
8		Semester VIII	1451 to 1499	2451 to 2499	3451 to 3499	4451 to 4499	5451 to 5499	6451 to 6499
9	Fifth Year	Semester IX	1501 to 1550	2501 to 2550	3501 to 3550	4501 to 4550	5501 to 5550	6501 to 6550
10		Semester X	1551 to 1599	2551 to 2599	3551 to 3599	4551 to 4599	5551 to 5599	6551 to 6599

Template for the 4 year UG programme under the Faculty of Interdisciplinary of S.R.T.M.U., Nanded

Faculty of Interdisciplinary Studies. **Major in Animation**
Basket 1: Major/Minor (Optional) course for Semester I and II (C):
Each of 02 Credits

Semester	BOS proposing Minor(e g.)	Details of Major/Minor Course (M)	
		CODE	**Title of the Corse**
Semester I	1. BOS in ANI	**IANICTP1101**	**Graphic Design**
		IANIMTP1101	**Art Foundation**
		IANIETP1101	**Matte Painting**
Semester II	2. BOS in ANI	**IANICTP1151**	**Product Visualization**
		IANIMTP1151	**Architecture Visualization**
		IANIETP1151	2D **Digital Animation**

Swami Ramanand Teerth Marathwada University, Nanded

Faculty of Interdisciplinary Studies **Major in Animation**

<u>Basket 3</u>: Generic/Open Elective course (GE)

		CODE	**Title of the Corse**
Sem I	**BOS in XXX**	**IANIGE1101**	**Introduction to Perspective and Shading (Pr)**
Sem II	**BOS in XXX**	**IANIGE1151**	**Introduction of Computer (Pr)**

    Each BOS will suggest Generic Elective Courses (minimum one and maximum four) for semester I and II

Note: GE is to be chosen compulsory from faculty other than that of the Major.

Semester	Name of the Languages	Details of Second Language (L2)	
		CODE	Title of the Corse (Paper)
Semester I	English (AEC)	AECENG1101	----------------------------
	(Marathi, Hindi Urdu Kannada Pali etc.)	AECXXX1101 AECXXX1101 etc.	------------------------------ ------------------------------
Semester II	English (AEC)	AECENG1151	----------------------------
	(Marathi Hindi Urdu Kannada Pali etc.)	AECXXX1151 AECXXX1151 Etc	--------------------------- --------------------------- --------------------------- --------------------------- ---------------------------

Basket 4: Languages (AEC and MIL) (Each of 02 Credits for Sem. I and II)

Swami Ramanand Teerth Marathwada University, Nanded
Faculty of Interdisciplinary Studies

Basket 5: Indian Knowledge System *(02 Credits)*

(Each BOS will suggest minimum one paper with curriculum of Indian Knowledge System for

Semester	Details of Elective Course(s)	
	CODE	**Title of the Corse**
Semester I	**IKSXXX1101**	-----------------------------------

semester I)

Swami Ramanand Teerth Marathwada University, Nanded

Faculty of Interdisciplinary Studies

(Common across faulty, Curriculum will provide by University.)

Basket 6: Co-curricular Courses /Community Engagement Services (CC) *(02 Credits)*

Semester	Details of Elective Course(CC)	
	CODE	
Semester I	**CCCNSS1101** **CCCNCC1101** **CCCCUL1101** **CCCSPO1101** **CCCYOG1101** **CCCFIT1101** **etc**	**Semester I**
Semester II	**CCCNSS1151** **CCCNCC1151** **CCCCUL1151** **CCCSPO1151** **CCCYOG1151** **CCCFIT1151** **etc**	**Semester II**

Swami RamanandTeerthMarathwada University, Nanded
Faculty of Interdisciplinary Studies

Major in Animation
<u>Under Graduate First Year Programme ,Semester I *(Level 4.5)*</u>
<u>*Teaching Scheme*</u>

	Course Code	Course Name	Credits Assigned			Teaching Scheme (Hrs./ week 1 Hrs.=60 M.)	
			Theory	Practical	Total	Theory	Practical
Optional 1,2,3	**IANICT+P1101** **IANIMT+P 1101** **IANIET+P1101**	**Graphic Design** **(Theory + Practical)** **Art Foundation** **(Theory + Practical)** **Matte Painting(Theory + Practical)**	02+02+02	02+02+ 02	**12**	09	12
Generic Electives	**IANIGE1101**	**Introduction to Perspective and Shading (Practical)**	-	02	**02**	-	04
Vocational & Skill Enhancement Course	**IANIVC1101**	**Clay Modeling (Practical)**		02	**02**		04
Ability Enhancement Course /Languages	**AECENG1101**	**Compulsory English / Language**	02+02		**04**	06	
Indian Knowledge System (IKS)	**IKSXXX1101**	**Select from Basket 5**	02		**02**	03	
Co-curricular Courses/Community Engagement Services	**-**	**-**	-	-	**-**	--	-

(CC)(Basket 6)							
	Total Credits		14	08	22	21	16

Swami Ramanand Teerth Marathwada University, Nanded
Faculty of Interdisciplinary Studies
Major in Animation
<u>Under Graduate First Year Programme, Semester II</u> *(Level 4.5)*

<u>Teaching Scheme</u>

	Course Code	Course Name	Credits Assigned			Teaching Scheme (Hrs./ week 1 Hrs.=60 M.)	
			Theory	Practical	Total	Theory	Practical
Optional 1,2,3	IANICT+P1151 IANIMT+P1151 IANIET+P1151	**Product Visualization** (Theory + Practical) **Architecture Visualization** (Theory + Practical) 2D **Digital Animation ((Theory + Practical)**	02+02+02	02+02+02	**12**	09	12
Generic Electives	IANIGE1151	**Introduction of Computer** (Practical)	-	02	**02**	-	04
Vocational & Skill Enhancement Course	IANIVC 1151	Studies of Anatomy (Practical)	-	02	**02**	-	04
Ability Enhancement Course/ Languages	AECXXX1151	**Compulsory English / Language**	02+02		**04**	06	
Value Education Course (VEC)	VECCOI1151	**Constitution of India**	02		**02**	03	

Template for the 4 year UG programme under the Faculty of Interdisciplinary of S.R.T.M.U., Nanded

Co-curricular Courses/Community Engagement Services (CC)(Basket 6)	-	-	-	-	-	-	-
Total Credits			**16**	**06**	**22**	**23**	**12**

Major in Animation

Under Graduate First Year Programme, Semester I *(Level 4.5*
Examination Scheme

[20% Continuous Assessment (*CA*) and 80% End Semester Examination (*ESE*)]

Subject (1)	Course Code (2)	Course Name (3)	Theory					Practical	Total
			Continuous Assessment (CA)				ESE	ESE	Col. (7+8+9) /
			Test I (4)	Test II (5)	Assignment (6)	Avg of T1+T2+Assi. /3 (7)	Total (8)	Total (9)	(10)
Optional 1,2,3	**IANICT+P1101** **IANIMT+P 1101** **IANIET+P1101**	**Graphic Design** (Theory + Practical) **Art Foundation** (Theory + Practical) **Matte Painting(Theory + Practical)**	10	10	10	10	40	50	100
Generic Electives	**IANIGE1101**	**Introduction to Perspective and Shading (Practical)**	-	-	-	-	-	50	50
Vocational & Skill Enhancement Course	**IANIVC1101**	**Clay Modeling (Practical)**	-	-	-	-	-	50	50
Ability Enhancement	**AECENG1101**	**Compulsory English**	10	10	10	10	40		50

Course /Languages		/ Language							
Indian Knowledge System (IKS)	IKSXXX1101	Select from Basket 5	10	10	10	10	40		50
Co-curricular Courses/Community Engagement Services (CC)(Basket 6)	-	-	-	-	-	-	-		-
			--	--	--	--	--		

Swami Ramanand Teerth Marathwada University, Nanded
Faculty of Interdisciplinary Studies Major in Animation
Under Graduate First Year Programme, Semester II *(Level 4.5)*

Examination Scheme
[20% Continuous Assessment (*CA*) and 80% End Semester Examination (*ESE*)]

Subject (1)	Course Code (2)	Course Name (3)	Theory					Practical	Total
			Continuous Assessment (CA)				ESE	ESE	Col (7+8+9)
			Test I (4)	Test II (5)	Assignment (6)	Avg of T1+T2+Assi. /3 (7)	Total (8)	Total (9)	(10)
Optional 1,2,3	IANICTP1151 IANIMTP1151 IANIETP1151	**Product Visualization (Theory + Practical)** **Architecture Visualization (Theory + Practical)** 2D **Digital Animation (Theory + Practical**	10	10	10	10	40	50	100
Generic Electives	IANIGE1151	**Introduction of Computer (Practical)**	-	-	-	-	-	50	50
Vocational & Skill Enhancement Course	IANIVC 1151	**Studies of Anatomy (Practical)**	-	-	-	-	-	50	50

Ability Enhancement Course/ Languages	AECANI1151	Compulsory English / Language	10	10	10	10	40		50
Value Education Course (VEC)	IKSCOI1151	Constitution of India	10	10	10	10	40		50
Co-curricular Courses/Community Engagement Services (CC) (Basket 6)	CCCXXX1151	Any one of NCC/ NSS /Sports/ Culture /Health Wellness /Yoga Education / Fitness	10	10	10	10	40		50
			10	10	10	10	40		50
			--	--	--	--	--		

Swami RamanandTeerthMarathwada University, Nanded

Faculty of Interdisciplinary Studies
Major in (Animation)

Under Graduate First Year Program, Semester I
Course Structure: *Optional 1,2,3 - Teaching Schem*

Optional 1,2,3 - Assessment Scheme

Course Code	Course Name (Paper Title)	Teaching Scheme(Hrs.)			Credits Assigned			
		Theory	Practical	CA	Theory	Practical	CA	Total
IANICT+P1101 IANIMT+P 1101 IANIET+P1 101	Graphic Design (Theory + Practical) Art Foundation (Theory + Practical) Matte Painting(Theory + Practical)	108	144	---	06	06	---	12

(for 2 credits)

Course Code	Course Name (Paper Title)	Teaching Scheme(Hrs)			Credits Assigned			
		Theory	Practical	CA	Theory	Practical	CA	Total
IANICT+P1 151 IANIMT+P 1151 IANIET+P1 151	Product Visualization (Theory + Practical) Architecture Visualization ((Theory + Practical) 2D Digital Animation (Theory + Practical)	108	144	---	06	06	---	12

Swami Ramanand Teerth Marathwada University, Nanded
Faculty of Interdisciplinary Studies
Major in Animation
Under Graduate First Year Program, Semester I and II

SEMESTER –I

IANICTP1101: Graphic Design *(Optional 1) Curriculum Details*

Credits – 04   Mark – 100   Periods – 84   Th and Pr

Course pre-requisite:

- Basic Computer Knowledge

Course objectives:

- A good graphic design can be created by a designer with real talent and a clear goal of the message that should be expressed to the target audience.

- The designer should have the skill to use and combine several things to come up with a final product that showcases the right result.

- Professionalism is necessary for good graphic designers in as much as their artistic skills are important too.

Course outcomes:

- Students will be able to demonstrate a basic understanding of three important design elements: color, shape, and space

- Design original commercial art, combining text and images to successfully communicate messages to a target audience

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Curriculum Details: *(There shall be FOUR Modules in each course)*

ModuleNo.	Topic	Hrs. Required to cover

		the contents
1. 0		
Graphic Design Process	Create idea for Graphic Design Project, Photos for Graphic Design Project, Decide Title and Copy Matter for Graphic Design, Draw Composition and Layout Sketches, Select and Use Color Themes for Graphic Design, Paper Sizes	**15**
2.0		
Principles of Graphic Design	Alignment, Hierarchy, Contrast, Repetition, Proximity, Balance, Color, Space, Basic Elements of Graphic Design - Line, Shape, Repetition, Color, Texture, Size, Emphasis, Space, Negative Space , Value	**15**
3.0		
Photoshop	Understanding Raster Graphics, Understanding Pixels, Understanding Image, Understanding Layers, Image Size and Resolution, Brushes, Styles and Textures, Using Filters for effects, Color Adjustment, Image Editing for Print Projects, Image Editing for Web.	**18**
4.0		
Illustrator / Corel Draw	Understanding Vector Graphics, Draw and Edit Line and Shapes, Understanding Object, Understanding Colors, Basic Transformations, Create Perfect Page | 7 Shapes, Advance Transformations, Layout & Composition Tools, Create Various Vector Effects, Advance Color Study, Object Drawing and Painting.	**20**
5.0		
Branding - Live Study Projects	Logo Design Corporate ID (V Card, Letterhead & Envelope), Stationery (Invoice, Receipt etc.), Invitation or Greeting Card, Newspaper Ad, Magazine Ad, Brochure, Leaflet (Flyer) or Folder. Hoarding Design, Book Publication Design, Web Layouts	16
	Total	**84**

Practical List:

- Books, Magazine, News papers
- Visual Identity such as Letterhead, business card, Brand Guide, Logos
- Marketing Materials: Pamphlet, Brochures, Postcard, one-sheet, Posters
- Product Packing and Labels
- Presentations
- Typography
- Web Layouts

*Software***:** Adobe Photoshop, Adobe Illustrator, Corel Draw.

Text Books:

- Graphic Design Visionaries
- Grid Systems in Graphic Design
- The Graphic Design Idea Book
- Paula Scher: Works Editors: Tony Brook & Adrian Shaughnessy

Template for the 4 year UG programme under the Faculty of Interdisciplinary of S.R.T.M.U., Nanded

- The Visual History of Type Author: Paul McNeil
- How To Author: Michael Bierut
- Draplin Design Co: Pretty Much Everything Author: Aaron Draplin
- Logo: The Reference Guide to Symbols and Logotypes (mini)
- New Perspectives in Typography o Designing Brand Identity: An Essential Guide for the Whole Branding Team
- The Elements of Typographic Style (v4)
- How to do great work without being an asshole o 50 Best Logos Eve

Career Options:

- Advertising Art Director

- Creative Director

- Production Designer

- Graphic Designer

- Illustrator o Printmake

IANIMTP 1101: Art Foundation *(Optional 2) Curriculum Details*

Credits – 04   Mark – 100   Periods – 84   Th and Pr

Course pre-requisite:

NO

Course objectives:

- Exploring different approaches in computer animation.

- To enable students to manage Animation Projects from its Conceptual Stage to the final product creation.

- To train students in applying laws of human motion and psychology in 2-D or 3-D characters.

- To develop expertise in life-drawing and related techniques.

Course outcomes:

- To familiarize the students with various approaches, methods and techniques of Animation Technology.
- To develop competencies and skills needed for becoming an effective Animator.
- Mastering traditional & digital tools to produce stills and moving images.

Curriculum Details: *(There shall be FOUR Modules in each course)*

ModuleNo.	Topic	Hrs. Required to cover the contents
1. 0 Introduction of Drawing	- Fundamentals of Art, Basic Techniques about figure drawing, Cartooning, Composition of a Scene or Background and Designs. Basic Drawing Practice - Basic Shape, Basic drawing technique, Free Hand Practice	**20**
2.0 Understanding Lights, Shading and Shadow	Study of light and shade in pencil of still life object, drawing still life objects in outline by pen and pencil, Study of still life objects in pen and ink to trace the light and shade	**15**

Template for the 4 year UG programme under the Faculty of Interdisciplinary of S.R.T.M.U., Nanded

3.0			
: Introduction of Perspective	One Point Perspective, Two Point Perspective, Learning three point perspectives, Background designs with perspective - Drawing outdoor scenes showing one point perspective, drawing outdoor scenes showing two point perspectives, drawing outdoor scenes showing three point perspectives	15	
4.0			
Character Anatomy	Drawing the male figure with proper proportion , Drawing the female figure with proper proportion, Drawing the male face with proper proportion, Drawing the child face with proper proportion	18	
5.0			
Scripting & Story Board	Scripting & Story Board Design, Model Sheet, Character Turnaround Sheet	16	
	Total	**84**	

Practical List:

- **Drawing of anatomy**

- **Drawing of perspective**

- **Scripting of Movie**

- **Story Board**

- **Model Sheet**

- **Character Turnaround Sheet**

*Software***: No Software Needed**

Text Books:

- The Complete Animation Course: The Principles, Practice and Techniques of Successful Animation by Chris Patmore
- Anatomy for The Artist by Sarah Simblet
- Cartoon Animation by Preston Blair

Career Options:

- Storyboard Artist

- 2D Animator

- Project Coordinator

- Character Concept Artist

- Concept Artist

IANIETP1101: Matte Painting *(Optional 3) Curriculum Details*

Credits – 04　　　　　Mark – 100　　　　　Periods – 84　　　　　Th and Pr

Course pre-requisite:

- Basic Computer Knowledge

Course objectives:

- A matte painting is a painted representation of a landscape or other distant location used in movies to create an environment that would be either too expensive or impossible to build - such as alien worlds or fairy tale lands.

Course outcomes:

- To learn create matte paint in computer programs with the live action composited digitally, and using matte paintings to double exposure of the film to create the illusion of the live action happening in the painted scene.

Curriculum Details: *(There shall be FOUR Modules in each course)*

ModuleNo.	Topic	Hrs. Required to cover the contents
1. 0 Introduction of Matte-Painting	- Learning history of matte painting, learning importance of matte painting in animation field, Future of Matte painting	**15**
2.0 Basics of Software (Adobe Photoshop)	Understanding Interface of Photoshop, Understanding Basic Tools of Photoshop, Marquee Tool, Crop Tool, Lasso Tool, Magic Wand, The Move Tool	**15**
3.0		**16**

Understanding lights, shading and shadow	Preview Lights and to choose its Colors , Point light and its properties, Direction light and its properties Projects, Image Editing for Web.	
4.0		
Colors and textures	Introduction to Colours, About color, color modes, Converting between color modes, Choosing colors, Making color and tonal adjustments, Viewing histograms and pixel values, Understanding color adjustments, Adjusting image color and tone	**20**
5.0		
Mixing of images	Mixing of images for requirement of story, Start a new photo composite in Photoshop Mix, Combine photos, Blend images together, Combine more subjects into the photo with layers	18
	Total	**84**

Practical List:

- **Setting up your Photoshop workspace**

- **Toning the plate with adjustment layers**

- **Examining transfer modes**

- **Drawing internal forms**

- **Creating a custom brush for clouds**

- **Painting the sky and Land**

*Software***: Adobe Photoshop**

Text Books:

- Digital Painting Tricks and Techniques- By (author) Gary Tonge
- Master the Art of Speed Painting: Digital Painting Techniques

Career Options:

- Digital matte painter

- 3D Texture artist

- Concept Artist

- Compositing Artist

IANIGE1101 Introduction to Perspective and Shading *(Generic Elective)Curriculum Details*

Credits – 02   Mark – 50   Periods – 48   Pr

ourse pre-requisite:

  NO

Course objectives:

☐ To enable students to manage drawing from its Conceptual Stage to the final product creation.

☐ To train students in applying shades on object

☐ To develop expertise in life-drawing and related techniques.

Course outcomes:

☐ To familiarize the students with various approaches, methods and techniques drawing

☐ To develop skills needed for becoming an effective drawing artist

☐ Breaking the picture into grids

☐ Learning to draw using Grid method

☐ Hair construction - strokes and shading

Curriculum Details: *(There shall be FOUR Modules in each course)*

Module No.	Practical Topic	Hrs. Required to cover the contents
1.0		
	1) understanding different type of pencils 2) drawing shading pattern	18
	3) understanding and drawing 1 point perspective 4) drawing of two point perspective	15
	5) drawing of 3 point perspective 6) drawing of multi point perspective	15
		48

Software: No Software Needed

Text Books:

☐ The Complete Animation Course: The Principles, Practice and Techniques of Successful Animation by

Chris Patmore

☐ Anatomy for The Artist by Sarah Simblet

☐ Cartoon Animation by Preston Blair

IANIVC1101 (2Cr) Clay Modeling (VSC) *Curriculum Details*

Credits – 02	Mark – 50	Periods – 48	Pr

Course pre-requisite:

- No

Course objectives:

- Continue to effectively manipulate the elements and principles of three-dimensional design to create non-objective, abstract, and representational compositions.

- Continue and refine the use different idea generation strategies effectively; idea tree, Like / dislikes, logical progressions.

- Continue to build on the basic understanding of structural and compositional strategies used in the creation of sculptural form

Course outcomes:

- This course will encompass the sculptural process of clay modeling of the human form. Students will continue to explore sculpture skills including life modeling, artistic anatomy, armature design, portraiture, and relief clay modeling.

- A series of small sculptures in clay will be produced

Curriculum Details: *(There shall be FOUR Modules in each course)*

Module No.	Practical Topic	Hrs. Required to cover the contents
1.0		
	• Concept and context strategies and applications.	15
2.0		

	• Principles of Art: harmony, variety, balance, proportion, dominance, movement, and economy and their effective application to form creation.	18
3.0		
	• Material properties, processes and their applications for sculpture	15
		48

Software: Not Needed

Career Options:
- Clay Modeller
- Paint Artist
- Fiber Artist

SEMESTER –II

IANICTP1151: Product Visualization *(Optional 1) Curriculum Details*

Credits – 04   Mark – 100   Periods – 84   Th and Pr

Course pre-requisite:

- Basic Computer Knowledge
  , Photoshop

Course objectives:

This course is meant to introduce the student to the world of 3D. In this course, the

student will learn about how to work in 3D space, model, and texture, apply lights and

finally take a render output of creation.

 To develop the skill & knowledge in 3D Modelling

Course outcomes:

- To develop the skill & knowledge in 3D Modelling
- Create 3d visualizations for their designs.
- The software has capabilities to render designs using photo- realistic models.
- It provides controls you need to create highly realistic models..

Curriculum Details: *(There shall be FOUR Modules in each course)*

ModuleNo.	Topic	Hrs. Required to cover the contents
1. 0		
Introduction: Introduction to 3DPainting	Introduction to 3D graphics, 3D Object's Coordinate System: X, Y and Z axis, 3DS MAX Overview, Interface, 3DS MAX Basic, Navigation, Creating Basic Objects, Selecting, Moving, Rotating and Scaling Objects, Transforming Objects, Pivoting,	**15**

	Aligning and Snapping, Grouping, Linking and Parenting Objects	
2.0		
3DS MAX Modeling Tools	Extrude, Bevel, Bridge, Connect, Chamfer, Target Weld, Pivot Point Modifiers, Object duplication, Measurement Units, Scene Management, Scene Explorer	**15**
3.0		
Modeling	Step-by-Step Modeling Exercises, Primitives Modeling Techniques, Polygon Modeling Techniques, Spline Modeling Techniques, Surface Modeling Techniques	**16**
4.0		
Texturing	Using the material editor & the material explorer, creating & applying standard materials, adding material, details with maps, creating compound materials & material modifiers, using atmospheric & render effects	**20**
5.0		
Surface modeling	Types of surface modeling	18
	Total	**84**

Practical List:

- Setting up your 3d max workspace

- Creating basic shapes

- Using AutoCAD

- Drawing plans

- Creating 3d plans

- Rendering full scene

*Software***: Autodesk 3D max**

Text Books:

3ds Max 2023 - Getting Started with Modeling, Texturing, and Lighting by Elizabeth

VT and Ravi Conor

Career Options:

- 3D Designer

- o 3D Max Artist

- o 3DVisualizer

- Compositing Artist

IANIMTP1151: Architecture Visualization *(Optional 2) Curriculum Details*

Credits – 04   Mark – 100   Periods – 84   Th and Pr

Course pre-requisite:

- Basic Computer Knowledge
  , Photoshop

Course objectives:

This course is meant to introduce the student to the world of 3D. In this course, the

student will learn about how to work in 3D space, model, and texture, apply lights and

finally take a render output of creation.

o To develop the skill & knowledge in 3D Modelling

Course outcomes:

- To develop the skill & knowledge in 3D Modeling
- Create 3d visualizations for their designs.
- o The software has capabilities to render designs using photo- realistic models.
- o It provides controls you need to create highly realistic models..

Curriculum Details: *(There shall be FOUR Modules in each course)*

ModuleNo.	Topic	Hrs. Required to cover the contents
1. 0		
Introduction: Introduction to 3DPainting	Introduction to 3D graphics, 3D Object's Coordinate System: X, Y and Z axis, 3DS MAX Overview, Interface, 3DS MAX Basic, Navigation, Creating Basic Objects, Selecting, Moving, Rotating and Scaling Objects, Transforming Objects, Pivoting, Aligning and Snapping, Grouping, Linking and Parenting Objects	**15**

Template for the 4 year UG programme under the Faculty of Interdisciplinary of S.R.T.M.U., Nanded

2.0		
3DS MAX Modeling Tools	Extrude, Bevel, Bridge, Connect, Chamfer, Target Weld, Pivot Point Modifiers, Object duplication, Measurement Units, Scene Management, Scene Explorer	**15**
3.0		
Modeling	Step-by-Step Modeling Exercises, Primitives Modeling Techniques, Polygon Modeling Techniques, Spline Modeling Techniques, Surface Modeling Techniques	**16**
4.0		
Texturing	Using the material editor & the material explorer, creating & applying standard materials, adding material, details with maps, creating compound materials & material modifiers, using atmospheric & render effects	**20**
5.0		
rendering	Cameras, Lighting & Rendering: Configuring and Aiming Cameras, Basic Lighting Techniques, Render Parameters light setup, rendering settings, Final render setting	18
	Total	**84**

Practical List:

- Setting up your 3d max workspace
- Creating basic shapes
- Using autocad
- Drawing plans
- Creating 3d plans
- Rendering full scene

*Software***: Autodesk 3D max**

Text Books:

3ds Max 2023 - Getting Started with Modeling, Texturing, and Lighting by Elizabeth

VT and Ravi Conor

Career Options:

- 3D Designer
- 3D Max Artist
- 3D Visualize Compositing Artist

IANIETP1151: 2D Digital Animation *(Optional 3) Curriculum Details*

Credits – 04   Mark – 100   Periods – 84   Th and Pr

Course pre-requisite:

- Knowledge of Drawing, Photoshop

Course objectives:

- Understand and apply techniques about flash animation

- Acquire knowledge about various principles of animation and its usage.

- Will gain the knowledge of handling a project at industrial requirement.

Course outcomes:

- To provide a comprehensive introduction to Adobe Flash as an animation tool
- To understand and explore drawing and basic animation within the Flash interface.

Curriculum Details: *(There shall be FOUR Modules in each course)*

ModuleNo.	Topic	Hrs. Required to cover the contents
1. 0		
Introduction to animation, History of animation, Types of animation:	case study, Understanding and learning the Principles of animation through the view of different animation films: case study	**15**
2.0		**20**

	setting stage dimensions, Drawing tools, pen tools and other	
Understanding the Flash interface	necessary tools to create any drawing in the frames.Drawings to symbols, Different types of symbols, Organizing library, Organize character to different symbols	
3.0		
Introduction to timeline	Classic tween, Shape tween, Keyframes, Ease in and Ease out using edit ease graph, Document setup, Layers, Layer properties, Mask layer, Guide layer.	**15**
4.0		**16**
Introduction sound	Import sound to flash, Lip sync cartoon character to dialogue	
5.0		
Different Walk Cycle	Basic walk cycle, Run cycle, Jump cycle using cartoon character symbols	18
	Total	**84**

Practical List:

- Drawing Basic Objects in Adobe Flash
- Draw a cartoon character in Adobe Flash
- Drawing Basic Scenes in Adobe Flash
- Creating simple animation with shape, classic & motion tweening
- Make a cartoon character using symbols for animation
- Bouncing ball animation in Adobe Flash
- Do dialogue animation of 10 seconds
- Basic walk cycle, Run cycle using cartoon character symbols
- Creating Effect in Adobe Flash
- Rendering Some Animation Scenes in Adobe Flash

*Software***: Adobe Flash, Adobe Animate**

Text Books:

- The Animator's Survival Kit by Richard Williams
- The Art of Flash Animation: Creative Cartooning by Mark Smith
- Flash Cartoon Animation: Learn from the Pros by Glenn Kirkpatrick and Kevin Peaty Page
- Tradigital Animate CC: 12 Principles of Animation in Adobe Animate by Stephen Brooks

Career Options:

- 2D Flash Animator
- Character Animator
- Graphic Animator
- White Board Animator
- 2D

Template for the 4 year UG programme under the Faculty of Interdisciplinary of S.R.T.M.U., Nanded

IANIGE 1151 Introduction of Computer *(Generic Elective)*
Curriculum Details

Credits – 02   Mark – 50   Periods – 48   Pr

Course pre-requisite:

- No

Course objectives:

- The course is designed to aim at imparting a basic level appreciation programme for the common man. After completing the course the incumbent is able to the use the computer for basic purposes of preparing his personnel/business letters, viewing information on Internet (the web), sending mails, using internet banking services etc. This allows a common man or housewife to be also a part of computer users list by making them digitally literate.

Course outcomes:

- This would also aid the PC penetration program. This helps the small business communities, housewives to maintain their small account using the computers and enjoy in the world of Information Technology.

Curriculum Details: *(There shall be FOUR Modules in each course)*

ModuleNo.	Practical Topic	Hrs. Required to cover the contents
1. 0		**15**

Knowing computer	Basic Applications of Computer; Components of Computer System, Central Processing Unit (CPU), VDU, Keyboard and Mouse, Other input/output Devices, Computer Memory, Concepts of Hardware and Software; Concept of Computing, Data and Information; Applications of IECT; Connecting keyboard, mouse, monitor and printer to CPU and checking power supply.	
2.0		
Understanding Word Processing: Word Processing Basics	Word Processing Basics; Opening and Closing of documents; Text creation and Manipulation; Formatting of text; Table handling; Spell check, language setting and thesaurus; Printing of word document.	**18**
3.0		
Introduction to Internet	Basic of Computer Networks ,Local Area Network (LAN) , Wide Area Network (WAN) , Internet , Concept of Internet , Applications of Internet , Connecting to the Internet , Troubleshooting, World Wide Web (WWW) , Web Browsing Software , Search Engines , Understanding URL , Surfing the web	15
	Total	**48**

Software: **Word pad or MS word**

Text Books:

- BASIC COMPUTER COURSE - SOUMYA RANJAN BEHERA
- Computer Fundamentals Paperback – Priti Sinha, Pradeep K., Sinha
- The Internet Book: Everything You Need to Know About Computer Networking and How the Internet Works Paperback
  – Douglas E. Comer

IANIVC1151 (2Cr) Study of Anatomy (VSC) *Curriculum Details*

Credits – 02	Mark – 50	Periods –36	Th

Course pre-requisite:

• Basic drawing skills

Course objectives:

Drawing and painting are two of the most popular forms of art that have been around for centuries. Whether student are an aspiring artist or just looking to enhance their creative skills, learning the fundamentals of drawing and painting is crucial.

Course outcomes:

• Students will be able to understanding a basics of drawing shapes and texture

• Students will explore the basics of drawing and painting, including the essential tools, techniques, and principles that every student should know.

Curriculum Details: *(There shall be FOUR Modules in each course)*

ModuleNo.	Practical Topic	Hrs. Required to cover the contents
1. 0 Introduction	Fundamentals Of Drawing And Anatomy	**4**
2.0 Tools and Materials	The first step in learning to draw and paint is to have the right tools and materials. Pencils, erasers, brushes, paints, and paper are some of the essential tools required for drawing and painting. Invest in good quality materials that suit your style and needs.	**8**
3.0 Understanding Form and Shape	Form and shape are the basic building blocks of drawing. Understanding the three-dimensional form of objects and their shapes is essential for creating realistic and visually pleasing artwork.	**6**
4.0 Light and Shadow & perspective	light and shadow play a significant role in creating depth and dimension within an artwork. Learn to observe and study the way light falls on objects and how it creates shadows.	**8**

	understanding and create more realistic and detailed artwork..	
5.0		
study of basic of anatomy (face)	Study of skeletal structures that are visible on the body's surface. Study the different muscle groups. study of eye, nose ,ear, lips, hairetc	10
	Total	**36**

Software: **no software need.**

Text Books:

- Complete Book of Drawing: Human Anatomy
- Heads, Features and Faces- by George B. Bridgman
- Drawing Dimension by -by Catherine V Holmes

Career Options:

- Animator

- Art Director

- storyboard artist

- concept artist

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GUIDELINES FOR COURSE ASSESSMENT:

A. Continuous Assessment (CA) (20% of the Maximum Marks):

This will form 20% of the Maximum Marks and will be carried out throughout the semester. It may be done by conducting **Two Tests and one Assignment.**Average of marks scored in these two tests and one assignment of a theory paper will make CA .

B. End Semester Assessment (80% of the Maximum Marks):

(For illustration we have considered a paper of 02 credits, 50 marks and need to be modified depending upon credits of individual paper)

1. **ESA Question paper will consists of 6 questions. Each of 10 marks for 2 Cr. pattern and 15 marks for 3 Cr. pattern. (BOS may change scheme of marking.)**

2. **There will be 4- 5 sub questions in Question No. 1**

3. **Question No.1 will be compulsory and shall be based on entire syllabus.**

4. **Students are required to solve a total of 4 Questions.**

5. **Students need to solve ANY THREE of the remaining Five Question (Q.2 to Q.6) and shall be based on entire syllabus.**

C. Assessment of Term Work/ Tutorial/Field Works:

At least 06test / assignments covering entire syllabus must be given during the 'class wise tutorial'. The assignments should be students' centric and attempts be made to make assignments more meaningful, interesting and innovative.

Term work assessment must be based on overall performance of the student with every assignments graded time to time. The grades be converted to marks as per 'credit and grading system' manual and should be added and averaged.

D. Assessment of Community Engagement Services:

Students have freedom to take more than one CES/CC courses, however, marks of the best performing CES/CC be considered for final assessment. Assessment of the CES/CC courses be done by the respective course coordinators depending on the performance of the student and his participation in the international, national, state, university, college level events or camps, wherever applicable. In other cases performance of a student be assessed depending on his/her regularity, participation in the regular activities in the semester.

<u>Note:</u> Number of lectures required to cover syllabus of a course depend on number of credit assigned to it. For example, for a two credit course, 30 lectures each of one hour duration are assigned, while that for a three credit course 45 lectures.

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