

FACULTY OF ENGINEERING & TECHNOLOGY

**SYLLABUS FOR THE BATCH FROM
YEAR 2020 TO YEAR 2023**

FOR

**BACHELOR OF VOCATION (B.VOC.)
ANIMATION
(Semester: I – VI)**

EXAMINATION: 2020–23



**GURU NANAK DEV UNIVERSITY,
AMRITSAR.**

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SCHEME

SEMESTER – I				
S. No.	Subject Name	Marks		
		Th.	Pra.	Total
I.	Computer Fundamentals for Animation – I	35	15	50
II.	Foundation Art	35	15	50
III.	Principles of Animation	50	50	100
IV.	Creative Design	25	75	100
V.	Communication Skills in English – I	50	–	50
VI.	Punjabi (Compulsory)/**ਮੁੱਢਲੀ ਪੰਜਾਬੀ / ** Punjab History & Culture (From Earliest Times to C 320)	50	–	50
Total:				400

SEMESTER – II				
S. No.	Subject Name	Marks		
		Th.	Pra.	Total
I.	Storyboarding & Screenplay	50	25	75
II.	2D Digital Animation: Flash	25	50	75
III.	Introduction to 3D Maya	50	–	50
IV.	Introduction to 3D Maya Modeling	25	25	50
V.	Industrial Training	–	50	50
VI.	Communication Skills in English – II	35	15	50
VII.	Punjabi (Compulsory)/**ਮੁੱਢਲੀ ਪੰਜਾਬੀ / ** Punjab History & Culture (C 320 TO 1000 B.C.)	50	–	50
VIII.	* Drug Abuse: Problem, Management and Prevention (Compulsory Paper)	100	–	100
Total:				400

Note: * Marks of this Paper will not be included in the Total Marks.**** (Special Paper in lieu of Punjabi Compulsory)****(For those students who are not domicile of Punjab)**

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Semester III				
S.No.	Subject Name	Marks		
		Th.	Pra.	Total
I	Introduction to Photography	50	25	75
II	Web Designing	50	25	75
III	Video Editing	25	25	50
IV	3D Maya Texturing & Lighting	25	25	50
V	Rigging & Skinning (Practical)	-	50	50
VI	3D Character Animation using Maya (Practical)	-	100	100
	Total			400

Semester IV				
S.No.	Subject Name	Marks		
		Th.	Pra.	Total
I	Camera Techniques	50	25	75
II	Maintaining Workplace Health and Safety	75	-	75
III	VFX Design	50	-	50
IV	VFX Design(Practical)	0	50	50
V	Audio Editing	25	25	50
VI	Minor Project	-	100	100
VII (ESL-221)	* Environmental Studies (Compulsory)	100	-	100
	Total			400

***Note: - This Paper marks are not included in the total marks.**

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SEMESTER – V				
Paper	Subject Name	Marks		
		Theory	Practical	Total
I.	Electronic Media	50	-	50
II.	Film Direction & Documentary	50	50	100
III.	3D Architecture Visualization using 3D MAX (Interior and Exterior Designing)	50	-	50
IV.	Acting and Direction for animation	-	100	100
V.	3D Architecture Visualization using 3D MAX (Interior and Exterior Designing) Practical	-	100	100
Total:		-	-	400

SEMESTER – VI				
Paper	Subject Name	Marks		
		Theory	Practical	Total
I.	Publicity Designing & Media Laws	50	-	50
II.	Career Management For Animation	50	-	50
III.	Project Development (Individual)	-	100	100
IV.	Group Project Development	-	200	200
Total:		-	-	400

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SEMESTER-I**PAPER-I: COMPUTER FUNDAMENTALS FOR ANIMATION-I****Time: 3Hours****Max. Marks: 50****Theory: 35****Practical: 15****Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

Note for Candidate:

The students can use only Non-programmable & Non-storage type calculator.

SECTION-A

Introduction to Computers: Computer basics, Classification of computers, Hardware and software, Components of computer System, Operating system, Input and output devices, Motherboard, CPU, Memory, Storage devices.

Graphics Devices and Supporting Software: Graphic cards, Open GL, Hardware drivers.

SECTION-B

MICROSOFT WORD: Opening & saving files, editing word documents, converting files to different format and printing documents.

FORMATTING DOCUMENTS:

Text Formatting: Font styles, Font selection– style, size, color etc, Type face– Bold, Italic, Underline, Case settings, Highlighting, Special symbols,

Paragraph Formatting: Alignments, Indents, Line Space, Margins, Bullets & Numbers

Page Setup: Setting margins, layout and orientation.

Creation of table: Table settings, Borders, Alignments, Insertion, deletion, Merging, Splitting, Sorting, and Formula

Create Table of Contents: With index, page number, author name, date and time etc., Creating Master Documents, Web page.

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SECTION–C**MS POWER POINT:**

Introduction to Presentation: Opening new presentation, Different presentation templates, setting backgrounds, selecting presentation layouts.

Different Power Point Views: Normal, Slide sorter, Slide show and Notes view.

Creating A Presentation: Setting Presentation style, Adding text to the Presentation

Formatting A Presentation: Adding style, Color, gradient fills, Arranging objects, Adding Header & Footer, Slide Background, Slide layout.

Adding Graphics and Animation to the Presentation: Inserting pictures, movies, tables etc. into presentation, Drawing Pictures using drawing tools.

SECTION–D

Internet: Definition, Uses of Internet–Definition of Web Addressing–URL, web Browsers.

E–MAIL: Anatomy of E–mail, managing an e–mail account

Suggested Readings:

1. Sinha P.K., “Computer Fundamentals”, BPB Publications
2. Norton Peter, “Introduction to Computers”, McGraw Hill Education
3. Rajaraman V (Author), Adabala N, “Fundamentals of Computers”, Prentice Hall India Learning Private Limited
4. Peter Weverka, “Microsoft Office 2016 All–In–One for Dummies”, Wiley
5. Joan Lambert Curtis Frye, “Microsoft Office 2016 Step by Step”, Microsoft Press
6. Office Complete, BPB Publications

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SEMESTER-I**PAPER-II: FOUNDATION ART****Time: 3Hours****Max. Marks: 50****Theory Marks: 35****Practical Marks: 15****Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

SECTION-A

Basics: Visual and creative development of an Artist-(05%) Demonstration and lectures on required skills for an artist, difference between seeing and observing.

Drawing and Sketching: Concept of drawing, free hand drawing exercises from object and nature to study proportion, volume and visual perspective, rapid sketching techniques, rapid sketching from live models, sketching from memory, live action.

SECTION-B

Various Mediums: Pencil Colors, Charcoal, Pen and Ink, Water Colors, Poster Colors, Oil Pastel Colors, other waste material such as and, stones, grass, hardboard, color papers & clay etc.

Still Life: Study of different forms (basket, artificial fruits books, containers, bottles, round objects, drapery etc), still life with line as well light and shade.

6 visual elements of art Form, Shape, Line, Color, Space, Texture

SECTION-C

Anatomy Study: Simple free-hand drawing from human figure to study proportion. Centre of gravity, inclination of main masses based on anatomical structure.

Memory Drawing and Outdoor Sketching: Exercises in drawing from memory to develop the sense of observation and the capacity to retain and recall images and their co-ordination Introduction to various aspects and techniques of drawing and sketching both indoor and outdoor

Light & Shade: The effects of lights on objects, the high light, middle tone and dark tone. Shading of geometrical shapes

SECTION-D

Composition: Importance of composition in design, Basic rules of composition, Role of colors in composition, Introduction to human figure, Ideal proportion in parts of human body, Composition of animals and birds, Composition of landscapes, Rural and urban habitation, Poor and rich habitation, Farms, roads, mountains, rivers, seas etc., Drawing compositions of various objects for animation, Making compositions of various landscapes for animation, Character Designing, Creation of Character with Personality, Perspective Drawing.

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Suggested Readings:

1. Bancroft Tom, "Creating Character With Personality", Watson–Guptill
2. Victor Perard, "Anatomy and Drawing", Dover Publications
3. Hart Christopher, "Modern Cartooning: Essential Techniques for Drawing Today's Popular Cartoons", Watson–Guptill

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SEMESTER-I**PAPER-III: PRINCIPLES OF ANIMATION****Time: 3Hours****Max. Marks: 100****Theory Marks: 50****Practical Marks: 50****Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

SECTION-A**Drawing for Animation**

Meaning of storyboarding and process chart of storyboard development

Meaning of layout and process chart of layout, Different levels under layout

Characterization, steps for character construction, Character Construction with Line of Action and Silhouette Theory

SECTION-B**Drawing for Animation**

Intro to animation production process

Exercises and warm-ups

Quick studies from real life

Sequential movement drawing

Thumbnails, Motion studies, drawing for motion

SECTION-C

Basic principles in animation: Squash and Stretch, Anticipation, Staging, Straight ahead and pose to pose, Follow through and overlapping action, Slow in and slow out, Arcs, Secondary action, Timing, Exaggeration, Solid drawing, Appeal,

SECTION-D

Basic principles in animation Mass and weight, Character acting, Volume, Line of action, Path of action, Walk cycles of animal and human

Create a bouncing ball and pendulum animation demonstrating the Principles of Animation.

Suggested Readings:

1. Williams E. Richards, "The Animator's Survival Kit", Faber 3 Edition.

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PAPER–IV: CREATIVE DESIGN**Time: 3Hours****Max. Marks: 100****Theory: 25****Practical: 75****Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

SECTION–A**COREL DRAW:**

1. Introduction to Corel draw, Graphical User Interface, vector graphics
2. Difference between vector and raster graphics
3. Work space orientation–setting documents
4. Symbols–patterns
5. Blends, clipping paths and masks.
6. Art work by Trace tools and live paint
7. Concepts of Interface, Navigation and Work spaces
8. About libraries, Rulers and guides, Smart guides, Bounding box, Path tools, Pen tool, About Grouping, layers, patterns, symbol.

SECTION–B

1. About Blends and meshes, liquefy and envelope tools.
2. Make some graphics using lines
3. Draw some graphics on paper by combining basic shapes
4. Draw logos for the companies
5. Design a text logo for magazine/Newspaper
6. Design visiting cards, greeting cards, Kids magazine cover, college magazine cover, brochure.
7. Make any Advertisements from newspaper
8. Design pamphlets on any company
9. Design information brochures on any company

SECTION–C**ADOBE PHOTOSHOP:**

1. Introduction to Photoshop and its interface, Navigation and All tools. Working with basic selections, advanced selections–1(on the basis of channels, color range, extract, filter etc.).
2. Make a perfect cropping of some images using Photoshop

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3. Prepare a cutout of some images using Photoshop
4. Place nice background for those images
5. Prepare nice background using gradient tool
6. Scan various images
7. Color adjustment of those images (Photo Retouching), creating / restore old images
8. Convert a B&W image into color (Use variation)
9. Choose a theme (Music, Festivals, Sports, Dance) and Design 5–8 graphics on them.
10. Color Modes, Color Corrections, Advanced color correction techniques (levels, Curves, Hue, Saturation etc.).
11. Transformation tools
12. Design that Ad from your own style.
13. Create Nature scene (winter and summer) digital painting.

SECTION–D

1. Make digital painting (Use brush, pencil, smudge etc.).
2. Make something like modern art keeping in mind color combination.
3. Create a collage of Indian art and culture, a collage of wildlife animals, a portrait of celebrity (Digital painting).
4. Masking: Quick Masks, Layer Mask, Vector Mask, Layers & Layer Blending Modes.
5. Photoshop filters –Smart Filters, Filter Gallery, exercises.
6. Create a cartoon character, animal character using pen tool
7. Vector art
8. Plan a story of a character & Make its backgrounds in three/four frames.
9. Make posters on nature/earth.
10. Matte Painting–Composition.
11. Creating images for the web: Exporting images from Photoshop.
12. Designing movie posters, music album posters, Texture making.
13. GIF animation.

Suggested Readings:

1. Kogent Learning Solutions Inc. “CorelDraw X7 in Simple Steps”, Dreamtech Press
2. “Adobe Illustrator CC Classroom in a Book”, Pearson Education India
3. Caplin Steve, “How To Cheat In Photoshop CC: The Art of Creating Realistic Photomontages”
4. Danae Lisa, “Adobe Photoshop CC Bible”, Wiley

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SEMESTER - I**PAPER-V: COMMUNICATION SKILLS IN ENGLISH-I****(THEORY)****Time: 3 Hours****Max. Marks: 50****Instructions for the Paper Setters: -**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

The syllabus is divided in four sections as mentioned below:**SECTION-A**

Reading Skills: Reading Tactics and strategies; Reading purposes-kinds of purposes and associated comprehension; Reading for direct meanings.

SECTION-B

Reading for understanding concepts, details, coherence, logical progression and meanings of phrases/ expressions.

Activities:

- Comprehension questions in multiple choice format
- Short comprehension questions based on content and development of ideas

SECTION-C

Writing Skills: Guidelines for effective writing; writing styles for application, personal letter, official/ business letter.

Activities:

- Formatting personal and business letters.
- Organising the details in a sequential order

SECTION-D

Resume, memo, notices etc.; outline and revision.

Activities:

- Converting a biographical note into a sequenced resume or vice-versa
- Ordering and sub-dividing the contents while making notes.
- Writing notices for circulation/ boards

Recommended Books:

- *Oxford Guide to Effective Writing and Speaking* by John Seely.
- *English Grammar in Use* (Fourth Edition) by Raymond Murphy, CUP

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SEMESTER-I**PAPER-VI: ਪੰਜਾਬੀ (ਲਾਜ਼ਮੀ)****ਸਮਾਂ : 3 ਘੰਟੇ****ਕੁਲ ਅੰਕ : 50**

1. ਪ੍ਰਸ਼ਨ ਪੱਤਰ ਦੇ ਚਾਰ ਭਾਗ ਹੋਣਗੇ। ਹਰ ਭਾਗ ਵਿਚ ਦੋ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ।
2. ਵਿਦਿਆਰਥੀ ਨੇ ਕੁੱਲ ਪੰਜ ਪ੍ਰਸ਼ਨ ਕਰਨੇ ਹਨ। ਹਰ ਭਾਗ ਵਿਚੋਂ ਇਕ ਪ੍ਰਸ਼ਨ ਲਾਜ਼ਮੀ ਹੈ। ਪੰਜਵਾਂ ਪ੍ਰਸ਼ਨ ਕਿਸੇ ਵੀ ਭਾਗ ਵਿਚੋਂ ਕੀਤਾ ਜਾ ਸਕਦਾ ਹੈ।
3. ਹਰੇਕ ਪ੍ਰਸ਼ਨ ਦੇ ਬਰਾਬਰ ਅੰਕ ਹਨ।
4. ਪੇਪਰ ਸੈੱਟ ਕਰਨ ਵਾਲਾ ਜੇਕਰ ਚਾਹੇ ਤਾਂ ਪ੍ਰਸ਼ਨਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਵੱਧ ਤੋਂ ਵੱਧ ਚਾਰ ਉਪ-ਪ੍ਰਸ਼ਨਾਂ ਵਿੱਚ ਕਰ ਸਕਦਾ ਹੈ।

ਪਾਠ-ਕ੍ਰਮ ਅਤੇ ਪਾਠ-ਪੁਸਤਕਾਂ**ਸੈਕਸ਼ਨ-ਏ**

ਸਰਵੋਤਮ ਪੰਜਾਬੀ ਸਾਹਿਤ (ਸਿੱਖਾ ਡਾ. ਰਸਿੰਦਰ ਕੌਰ, ਡਾ. ਮੇਘਾ ਸਲਵਾਨ) (ਕਵਿਤਾ ਅਤੇ ਕਹਾਣੀ ਭਾਗ)

ਸੈਕਸ਼ਨ-ਬੀ**ਇਤਿਹਾਸਕ ਯਾਦਾਂ**

(ਜੀਵਨੀ 1 ਤੋਂ 6 ਤਕ)

ਵਿਸ਼ਾ ਵਸਤੂ/ਸਾਰ/ਨਾਇਕ ਬਿੰਬ

ਸੈਕਸ਼ਨ-ਸੀ

(ੳ) ਪੈਰਾ ਰਚਨਾ

(ਅ) ਪੈਰਾ ਪੜ੍ਹ ਕੇ ਪ੍ਰਸ਼ਨਾਂ ਦੇ ਉਤਰ

ਸੈਕਸ਼ਨ-ਡੀ**ਭਾਸ਼ਾ ਵੰਨਗੀਆਂ :**

ਭਾਸ਼ਾ ਦਾ ਟਕਸਾਲੀ ਰੂਪ, ਭਾਸ਼ਾ ਅਤੇ ਉਪਭਾਸ਼ਾ ਵਿਚਲਾ ਅੰਤਰ,

ਪੰਜਾਬੀ ਉਪਭਾਸ਼ਾਵਾਂ ਦੇ ਪਛਾਣ ਚਿੰਨ੍ਹ, ਪੰਜਾਬੀ ਭਾਸ਼ਾ - ਨਿਕਾਸ ਤੇ ਵਿਕਾਸ

ਸਹਾਇਕ ਪੁਸਤਕਾਂ

1. ਰਾਜਿੰਦਰਪਾਲ ਸਿੰਘ ਬਰਾੜ, ਪੰਜਾਬੀ ਕਵਿਤਾ ਦਾ ਇਤਿਹਾਸ, ਪੰਜਾਬੀ ਅਕਾਦਮੀ, ਦਿਲੀ।
2. ਬ੍ਰਹਮਜਗਦੀਸ਼ ਸਿੰਘ, ਆਧੁਨਿਕ ਪੰਜਾਬੀ ਕਾਵਿ ਸਿਧਾਂਤ, ਇਤਿਹਾਸ ਅਤੇ ਪ੍ਰਵਿਰਤੀਆਂ, ਵਾਰਿਸ ਸ਼ਾਹ ਫਾਉਂਡੇਸ਼ਨ, ਅੰਮ੍ਰਿਤਸਰ।
3. ਬਲਦੇਵ ਸਿੰਘ ਧਾਲੀਵਾਲ, ਪੰਜਾਬੀ ਕਹਾਣੀ ਦਾ ਇਤਿਹਾਸ, ਪੰਜਾਬੀ ਅਕਾਦਮੀ, ਦਿਲੀ।
4. ਸਤਿੰਦਰ ਸਿੰਘ, ਆਧੁਨਿਕ ਪੰਜਾਬੀ ਵਾਰਤਕ ਦਾ ਇਤਿਹਾਸ, ਪੰਜਾਬੀ ਅਕਾਦਮੀ, ਦਿਲੀ।
5. ਡਾ. ਰਸਿੰਦਰ ਕੌਰ, ਪੰਜਾਬੀ ਕਹਾਣੀ ਦਾ ਸਫ਼ਰ ਤੇ ਸ਼ਾਸਤ੍ਰ ਭਾਗ-1, ਸਿੰਘ ਬ੍ਰਦਰਜ਼, ਅੰਮ੍ਰਿਤਸਰ।
6. ਹਰਕੀਰਤ ਸਿੰਘ, ਭਾਸ਼ਾ ਤੇ ਭਾਸ਼ਾ ਵਿਗਿਆਨ, ਲਾਹੌਰ ਬੁਕ ਸ਼ਾਪ, ਲੁਧਿਆਣਾ।
7. ਹਰਕੀਰਤ ਸਿੰਘ ਤੇ ਗਿਆਨੀ ਲਾਲ ਸਿੰਘ, ਕਾਲਜ ਪੰਜਾਬੀ ਵਿਆਕਰਣ, ਪੰਜਾਬ ਯੂਨੀਵਰਸਿਟੀ, ਚੰਡੀਗੜ੍ਹ।
8. ਬੂਟਾ ਸਿੰਘ ਬਰਾੜ, ਪੰਜਾਬੀ ਵਿਆਕਰਨ : ਸਿਧਾਂਤ ਤੇ ਵਿਹਾਰ, ਚੇਤਨਾ ਪ੍ਰਕਾਸ਼ਨ, ਲੁਧਿਆਣਾ।
9. ਮਿੰਨੀ ਸਲਵਾਨ, ਪੰਜਾਬੀ ਵਿਆਕਰਨ : ਮੁਢਲੇ ਸੰਕਲਪ, ਰਵੀ ਸਾਹਿਤ ਪ੍ਰਕਾਸ਼ਨ, ਅੰਮ੍ਰਿਤਸਰ।
10. ਪੰਜਾਬੀ ਭਾਸ਼ਾ ਬੋਧ, ਕਸਤੂਰੀ ਲਾਲ ਐਂਡ ਸੰਨਜ਼, ਅੰਮ੍ਰਿਤਸਰ।

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SEMESTER-I**PAPER-VI: ਮੁੱਢਲੀ ਪੰਜਾਬੀ****((In lieu of Compulsory Punjabi))****(For those students who are not domicile of Punjab)****ਸਮਾਂ : 3 ਘੰਟੇ****ਕੁਲ ਅੰਕ: 50**

1. ਪ੍ਰਸ਼ਨ ਪੱਤਰ ਦੇ ਚਾਰ ਭਾਗ ਹੋਣਗੇ। ਹਰ ਭਾਗ ਵਿਚ ਦੋ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ।
2. ਵਿਦਿਆਰਥੀ ਨੇ ਕੁੱਲ ਪੰਜ ਪ੍ਰਸ਼ਨ ਕਰਨੇ ਹਨ। ਹਰ ਭਾਗ ਵਿਚੋਂ ਇਕ ਪ੍ਰਸ਼ਨ ਲਾਜ਼ਮੀ ਹੈ। ਪੰਜਵਾਂ ਪ੍ਰਸ਼ਨ ਕਿਸੇ ਵੀ ਭਾਗ ਵਿਚੋਂ ਕੀਤਾ ਜਾ ਸਕਦਾ ਹੈ।
3. ਹਰੇਕ ਪ੍ਰਸ਼ਨ ਦੇ ਬਰਾਬਰ ਅੰਕ ਹਨ।
4. ਪੇਪਰ ਸੈੱਟ ਕਰਨ ਵਾਲਾ ਜੇਕਰ ਚਾਹੇ ਤਾਂ ਪ੍ਰਸ਼ਨਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਵੱਧ ਤੋਂ ਵੱਧ ਚਾਰ ਉਪ-ਪ੍ਰਸ਼ਨਾਂ ਵਿੱਚ ਕਰ ਸਕਦਾ ਹੈ।

**ਪਠ-ਕ੍ਰਮ
ਸੈਕਸ਼ਨ-ਏ**

- ਪੰਜਾਬੀ ਭਾਸ਼ਾ ਤੇ ਗੁਰਮੁਖੀ ਲਿਪੀ
- (ੳ) ਨਾਮਕਰਣ ਤੇ ਸੰਖੇਪ ਜਾਣ-ਪਛਾਣ : ਗੁਰਮੁਖੀ ਵਰਣਮਾਲਾ, ਅਖਰ ਕ੍ਰਮ, ਸਵਰ ਵਾਹਕ (ੳ ਅ ਏ), ਲਗਾਂ-ਮਾਤਰਾਂ, ਪੈਰ ਵਿਚ ਬਿੰਦੀ ਵਾਲੇ ਵਰਣ, ਪੈਰ ਵਿਚ ਪੈਣ ਵਾਲੇ ਵਰਣ, ਬਿੰਦੀ, ਟਿਪੀ, ਅਧਕ।
- (ਅ) ਸਿਖਲਾਈ ਤੇ ਅਭਿਆਸ

ਸੈਕਸ਼ਨ-ਬੀ

ਗੁਰਮੁਖੀ ਆਰਥੋਗ੍ਰਾਫੀ ਅਤੇ ਉਚਾਰਨ : ਸਵਰ, ਵਿਅੰਜਨ : ਮੁਢਲੀ ਜਾਣ-ਪਛਾਣ ਅਤੇ ਉਚਾਰਣ, ਮੁਹਾਰਨੀ, ਲਗਾਂ-ਮਾਤਰਾਂ ਦੀ ਪਛਾਣ।

ਸੈਕਸ਼ਨ-ਸੀ

ਪੰਜਾਬੀ ਸ਼ਬਦ ਜੋੜ : ਮੁਕਤਾ (ਦੋ ਅਖਰਾਂ ਵਾਲੇ ਸ਼ਬਦ, ਤਿੰਨ ਅਖਰਾਂ ਵਾਲੇ ਸ਼ਬਦ), ਸਿਹਾਰੀ ਵਾਲੇ ਸ਼ਬਦ, ਬਿਹਾਰੀ ਵਾਲੇ ਸ਼ਬਦ, ਔਕੜ ਵਾਲੇ ਸ਼ਬਦ, ਦੁਲੈਕੜ ਵਾਲੇ ਸ਼ਬਦ, ਲਾਂ ਵਾਲੇ ਸ਼ਬਦ, ਦੁਲਾਵਾਂ ਵਾਲੇ ਸ਼ਬਦ, ਹੋੜੇ ਵਾਲੇ ਸ਼ਬਦ, ਕਨੌੜੇ ਵਾਲੇ ਸ਼ਬਦ।

ਸੈਕਸ਼ਨ-ਡੀ

ਲਗਾਖਰ (ਬਿੰਦੀ, ਟਿਪੀ, ਅਧਕ ਵਾਲੇ ਸ਼ਬਦ)
ਸ਼ੁਧ, ਅਸ਼ੁਧ (ਪੈਰੇ ਵਿਚ ਲਿਖੇ ਅਸ਼ੁਧ ਸ਼ਬਦਾਂ ਨੂੰ ਸ਼ੁਧ ਕਰਨਾ)

ਸਹਾਇਕ ਪੁਸਤਕਾਂ

1. ਬ੍ਰਹਮਜਗਦੀਸ਼ ਸਿੰਘ, ਪੰਜਾਬੀ ਭਾਸ਼ਾ ਅਤੇ ਗੁਰਮੁਖੀ ਲਿਪੀ, ਵਾਰਿਸ ਸ਼ਾਹ ਫਾਉਂਡੇਸ਼ਨ, ਅੰਮ੍ਰਿਤਸਰ।
2. ਪ੍ਰੋ. ਸ਼ੇਰੀ ਸਿੰਘ, ਪ੍ਰੋ. ਬ੍ਰਹਮਜਗਦੀਸ਼ ਸਿੰਘ, ਭਾਸ਼ਾ ਵਿਗਿਆਨ : ਪੰਜਾਬੀ ਭਾਸ਼ਾ ਤੇ ਗੁਰਮੁਖੀ ਲਿਪੀ, ਵਾਰਿਸ ਸ਼ਾਹ ਫਾਉਂਡੇਸ਼ਨ, ਅੰਮ੍ਰਿਤਸਰ।
3. ਪੰਜਾਬੀ ਭਾਸ਼ਾ ਬੋਧ, ਕਸਤੂਰੀ ਲਾਲ ਐਂਡ ਸੰਨਜ਼, ਅੰਮ੍ਰਿਤਸਰ।
4. ਮਿੰਨੀ ਸਲਵਾਨ, ਪੰਜਾਬੀ ਵਿਆਕਰਨ : ਮੁਢਲੇ ਸੈਕਲਪ, ਰਵੀ ਸਾਹਿਤ ਪ੍ਰਕਾਸ਼ਨ, ਅੰਮ੍ਰਿਤਸਰ।

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SEMESTER - I**PAPER–VI: Punjab History & Culture (From Earliest Times to C 320)****(Special Paper in lieu of Punjabi Compulsory)****(For those students who are not domicile of Punjab)****Time: 3 Hours****Max. Marks: 50****Instructions for the Paper Setters**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

SECTION- A

1. Physical features of the Punjab and its impact on history.
2. Sources of the ancient history of Punjab

SECTION- B

3. Harappan Civilization: Town planning; social, economic and religious life of the Indus Valley People.
4. The Indo-Aryans: Original home and settlements in Punjab.

SECTION- C

5. Social, Religious and Economic life during *Rig Vedic Age*.
6. Social, Religious and Economic life during *Later Vedic Age*.

SECTION- D

7. Teachings and impact of Buddhism
8. Jainism in the Punjab

Suggested Readings

1. L. M Joshi (ed.), *History and Culture of the Punjab*, Art-I, Patiala, 1989 (3rd edition)
2. L.M. Joshi and Fauja Singh (ed.), *History of Punjab*, Vol.I, Patiala 1977.
3. Budha Parkash, *Glimpses of Ancient Punjab*, Patiala, 1983.
4. B.N. Sharma, *Life in Northern India*, Delhi. 1966.
5. Chopra, P.N., Puri, B.N., & Das, M.N.(1974). *A Social, Cultural & Economic History of India*, Vol. I, New Delhi: Macmillan India.

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SEMESTER-II**PAPER-I: STORY BOARDING AND SCREENPLAY****Time: 3Hours****Max. Marks: 75****Theory Marks: 50****Practical Marks: 25****Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

SECTION-A**STORY BOARD**

Story Board Panel: Styles of Story Board, Scene Types, Long Shot or Establishing Shot, Full Shot, Close-up, Medium shot, aerial shot, Extreme Close-up, Sequence, Scene, Shot, Camera Movements, Dialogue, Page Numbering, Flops.

SECTION-B**STORY BOARD**

The Floating Frame, Transitions, Steps for a Great Storyboard.

Medium and target audience, and how this may affect animation processes

Preparing Storyboards Using Digital Software: Animatics or Story Reel, Translate the script/story into a series of illustrated frames

SECTION-C**Screenplay**

Introduction, Script, Three Act Structure, Act One, Act Two, Act Three, Writing Synopsis (Treatment), Dialogue,

SECTION-D**Screenplay**

Formatting Script for Animation, Basic Guidelines for Animation Screenplays.

Casting

Voice Over

Suggested Readings:

1. Hart John “The Art of Story Board”, Focal Press.
2. Simon A Mark “Storyboards: Motion in Art”, Focal Press.
3. Field Syd “Screenplay: The Foundations of Screenwriting”, RHUS; Revised ed. edition
4. Vinod Chopra Films “3 Idiots: The Original Screenplay”, Om Books

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SEMSTER-II**PAPER-II: 2D DIGITAL ANIMATION: FLASH****Time: 3Hours****Max. Marks: 75****Theory Marks: 25****Practical Marks: 50****Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

SECTION-A

1. WORKING WITH THE DRAWING & SHAPE TOOLS
 - a. Drawing Shapes in Flash
 - b. Drawing with Primitive Tools
 - c. Comparing Merge Drawing Mode vs. Object Drawing Mode
 - d. Modifying Shapes with the Direct Selection Tool & Sub selection Tool
 - e. Using the Deco Tool
 - f. Using Gradients & Mixing Colors

2. WORKING WITH SYMBOLS
 - a. Understanding the Characteristics of Symbols
 - b. Creating & Editing Symbols
 - c. Exploring Button States & the Button Library

3. IMPORTING & MODIFYING GRAPHICS
 - a. Importing Bitmap Graphics & Basic Shape Modifications
 - b. Importing & Working with Vector Objects
 - c. Importing a Photoshop File into Flash

4. WORKING WITH TEXT
 - a. Selecting Text & Other Basic Techniques
 - b. Modifying Text Properties
 - c. Breaking Text Apart & Converting Text to Shapes
 - d. Working with TLF Text

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SECTION-B

5. BASICS OF ANIMATION

- a. Timeline Basics & Using Layers
- b. Animating Text with Shape Tweens& Creating Frames & Key frames
- c. Creating a Frame-by-Frame Animation & Onion Skin
- d. Using Motion Tweens & Creating a Motion Tween along a Path
- e. Working with the Motion Editor

6. Adding Actions to Buttons

7. Adding Sounds to Button States

8. Create sequences and scenes/shots.

SECTION-C

9. Create a cartoon character

10. Creation of emotions, actions and expressions of a Cartoon Character

11. Incorporate audio / music assets to the character

12. Create shadows for animation.

SECTION-D

13. Animation / Transition of a character from one scene to another.

14. Produce in-between poses for animation.

15. Export the flash document.

16. Implementation of 12 Principles of Animation in Flash.

Suggested Readings:

1. “Adobe Flash Professional CS6 Classroom in a Book”, Adobe.
2. Georgenes Chris “How to Cheat in Adobe Flash CC: The Art of Design and Animation”. Focal Press

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SEMESTER-II**PAPER-III: INTRODUCTION TO 3D MAYA****Time: 3Hours****Max. Marks: 50****Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

SECTION-A

Introduction to the Interface of Maya

Creating a Project in Maya, about Project Settings

Saving Files and File Types: about .ma and .mb file types.

Viewing Geometry (Navigation), reviewing the Viewport menus,

Quick layout buttons, Change and resize panels, Change the display of objects.

SECTION-B

Transformation of 3D coordinates: World space, object space, and local space, Freeze and reset transformations.

QWERTY tool box: About Selection Tool (Q), Move Tool (W), Rotate Tool, (E), Scale Tool (R) and Manipulator Tool (T).

Maya user interface, Menu bar, Tool bar, hot box

Using the shelf, construction history, hot keys, using the spacebar, manipulating a view,

Selecting objects, type of selections. Single selection, adding and subtracting selection

Edit menu selection options.

SECTION-C

Marquee selection, Lasso selection, selection mask

Using hyper shade, hyper graph, Relationship editor and outliner

The channel box, Layer Editor, Attribute Editor, the connection editor

Duplicating objects duplicate with transform and duplicate special options.

Pivot points, Grouping and Parenting, Working with Shelves, Using layers

SECTION-D

Introduction to snapping (to grid, point, curves and view planes)

2D snapping and 3D snapping

Helpline, command line, range slider, command line and playback controls, script editor,

MEL, preferences. Basic Introduction to Creating of Simple primitives, poly count, and

surface normal's, Introduction to materials, Introduction to different Lights, Introduction to camera types.

Rendering a still, rendering an AVI, Rendering an image sequence

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Suggested Readings:

1. Darakhshani Dariush, "Introduction to Autodesk Maya 2015". Autodesk
2. Palamar Todd, "Mastering Autodesk Maya 2016". Wiley

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SEMESTER-II**PAPER-IV: INTRODUCTION TO 3D MAYA MODELING****Time: 3Hours****Max. Marks: 50****Theory: 25****Practical: 25****Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

SECTION-A**Introduction to 3D Maya Modeling****Types of Modeling:** Nurbs, polygon, subdivision.**Techniques of Modeling:** Poly count, Surface hardness (object/prop, organic/characters.)**Image plane for Modeling:** Create, edit, or position an image plane.**SECTION-B**

Polygon Modeling: Polygons (edge, vertex, face, vertex face, UVs), Combining, separating, and splitting, Polygon selection (object mode, sub-object mode: edge, vertex, face, vertex face, UV, edge loop, edge ring, border edge), Create polygon primitives (create polygon primitives interactively from shelf & from create menu), Move, rotate, or scale polygon components, Modifying polygon meshes(chamfer, split poly, insert edge loop tool, merge vertex, detach component, extrude, bridge, append to poly, combine ,separate, triangulate, quadrangulate, create polygon tool, sculpt geometry, smooth, mirror geometry, Converting poly and subdivision.

SECTION-C

Nurbs Modeling: What are Nurbs, Components of Nurbs curves, degree of Nurbs curves and surfaces, moving edit points vs. Moving curves, Bezier curves, reshape a curve or surface manually, align a curve with a curve or surface, align surface edges ,smooth a curve ,lock or unlock the length of a curve ,straighten, smooth, curl or bend a curve ,extend a curve , extend a surface, trimming, stitching. Editing Nurbs.

SECTION-D

Editing Curves: duplicate surface curves, attach curves, detach curves, align curves, open/close curves, move seam, cut curve, intersect curves, curve fillet, insert knot, reverse curve direction, rebuild curve, add points tool, curve editing tool, project tangent, modify curves, Bezier curves. Converting Nurbs to polygons and subdivision

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Part – II (PRACTICAL)

1. Creating all types of Polygon like Cube, Sphere, Cylinder
2. Creating all types of NURBS like NURBS Circle, NURBS Square
3. Create Table Chair, Bed, and LED screen Using polygon
4. Create flower pot and Guitter using NURBS
5. Creating Doors, Windows frame, Panel, using Boolean
6. Import 3D Model File
7. Rendering Model View using Default Renderer
8. Setting the furniture in rooms according to its requirement
9. Create a Cartoon or Realistic character
10. Creating Blanket with Bed, curtains and Table Cloth using special modifiers

Suggested Readings:

1. Darakhshani Dariush, "Introduction to Autodesk Maya 2015". Autodesk
2. Palamar Todd, "Mastering Autodesk Maya 2016". Wiley
3. Patnode Jason, "Character Modeling with Maya and ZBrush". Focal Press, Taylor & Francis Group

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SEMESTER-II**PAPER-V: INDUSTRIAL TRAINING****Max. Marks: 50**

The students will undergo industrial training for 4 – 6 weeks and need to submit the internship certificate for the above said duration and work done during the period. The industrial partners are required to submit the marks of students obtained in training to the course coordinator.

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SEMESTER - II**PAPER-VI: COMMUNICATION SKILLS IN ENGLISH – II****Time: 3 Hours****Max. Marks: 50****Theory Marks: 35****Practical Marks: 15****Instructions for the Paper Setters: -**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

Course Contents:**SECTION-A****Listening Skills:** Barriers to listening; effective listening skills; feedback skills.**Activities:** Listening exercises – Listening to conversation, News and TV reports**SECTION-B**

Attending telephone calls; note taking and note making.

Activities: Taking notes on a speech/lecture**SECTION-C****Speaking and Conversational Skills:** Components of a meaningful and easy conversation; understanding the cue and making appropriate responses; forms of polite speech; asking and providing information on general topics.**Activities:** 1) Making conversation and taking turns

2) Oral description or explanation of a common object, situation or concept

SECTION-D

The study of sounds of English,

Stress and Intonation,

Situation based Conversation in English,

Essentials of Spoken English.

Activities: Giving Interviews**PRACTICAL / ORAL TESTING****Marks: 15****Course Contents: -**

1. Oral Presentation with/without audio visual aids.
2. Group Discussion.
3. Listening to any recorded or live material and asking oral questions for listening comprehension.

Questions: -

1. Oral Presentation will be of 5 to 10 minutes duration (Topic can be given in advance or it can be student's own choice). Use of audio visual aids is desirable.
2. Group discussion comprising 8 to 10 students on a familiar topic. Time for each group will be 15 to 20 minutes.

Note: Oral test will be conducted by external examiner with the help of internal examiner.

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**SEMESTER - II
PAPER-VII: ਪੰਜਾਬੀ (ਲਾਜ਼ਮੀ)**

ਸਮਾਂ : 3 ਘੰਟੇ

ਕੁਲ ਅੰਕ : 50

1. ਪ੍ਰਸ਼ਨ ਪੱਤਰ ਦੇ ਚਾਰ ਭਾਗ ਹੋਣਗੇ। ਹਰ ਭਾਗ ਵਿਚ ਦੋ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ।
2. ਵਿਦਿਆਰਥੀ ਨੇ ਕੁੱਲ ਪੰਜ ਪ੍ਰਸ਼ਨ ਕਰਨੇ ਹਨ। ਹਰ ਭਾਗ ਵਿਚੋਂ ਇਕ ਪ੍ਰਸ਼ਨ ਲਾਜ਼ਮੀ ਹੈ। ਪੰਜਵਾਂ ਪ੍ਰਸ਼ਨ ਕਿਸੇ ਵੀ ਭਾਗ ਵਿਚੋਂ ਕੀਤਾ ਜਾ ਸਕਦਾ ਹੈ।
3. ਹਰੇਕ ਪ੍ਰਸ਼ਨ ਦੇ ਬਰਾਬਰ ਅੰਕ ਹਨ।
4. ਪੇਪਰ ਸੈੱਟ ਕਰਨ ਵਾਲਾ ਜੇਕਰ ਚਾਹੇ ਤਾਂ ਪ੍ਰਸ਼ਨਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਵੱਧ ਤੋਂ ਵੱਧ ਚਾਰ ਉਪ-ਪ੍ਰਸ਼ਨਾਂ ਵਿੱਚ ਕਰ ਸਕਦਾ ਹੈ।

ਪਾਠ-ਕ੍ਰਮ ਅਤੇ ਪਾਠ-ਪੁਸਤਕਾਂ**ਸੈਕਸ਼ਨ-ਏ**

ਸਰਵੋਤਮ ਪੰਜਾਬੀ ਸਾਹਿਤ (ਸੰਪਾ. ਡਾ. ਰਮਿੰਦਰ ਕੌਰ, ਡਾ. ਮੇਘਾ ਸਲਵਾਨ)
(ਨਿਬੰਧ ਅਤੇ ਰੇਖਾ ਚਿਤਰ)
ਰੇਖਾ ਚਿਤਰ ਦਾ ਨਾਇਕ ਬਿੰਬ, ਵਿਸ਼ਾ ਵਸਤੂ

ਸੈਕਸ਼ਨ-ਬੀ**ਇਤਿਹਾਸਕ ਯਾਦਾਂ**

(ਜੀਵਨੀ 7 ਤੋਂ 12 ਤਕ)
ਵਿਸ਼ਾ ਵਸਤੂ/ਸਾਰ/ਨਾਇਕ ਬਿੰਬ

ਸੈਕਸ਼ਨ-ਸੀ

- (ੳ) ਸ਼ਬਦ ਬਣਤਰ ਅਤੇ ਸ਼ਬਦ ਰਚਨਾ, ਪਰਿਭਾਸ਼ਾ, ਮੁਢਲੇ ਸੰਕਲਪ
(ਅ) ਸ਼ਬਦ ਸ਼੍ਰੇਣੀਆਂ

ਸੈਕਸ਼ਨ-ਡੀ

ਦਫ਼ਤਰੀ ਚਿਠੀ ਪਤਰ
ਮੁਹਾਵਰੇ ਅਤੇ ਅਖਾਣ

ਸਹਾਇਕ ਪੁਸਤਕਾਂ

1. ਸਤਿੰਦਰ ਸਿੰਘ, ਆਧੁਨਿਕ ਪੰਜਾਬੀ ਵਾਰਤਕ ਦਾ ਇਤਿਹਾਸ, ਪੰਜਾਬੀ ਅਕਾਦਮੀ, ਦਿਲੀ।
2. ਪ੍ਰੋ. ਪਿਆਰਾ ਸਿੰਘ, ਪੰਜਾਬੀ ਵਾਰਤਕ : ਸਿਧਾਂਤ ਇਤਿਹਾਸ ਪ੍ਰਵਿਰਤੀਆਂ, ਨਿਊ ਬੁਕ ਕੰਪਨੀ, ਜਲੰਧਰ।
3. ਇੰਦਰਪ੍ਰੀਤ ਸਿੰਘ ਧਾਮੀ, ਪੰਜਾਬੀ ਰੇਖਾ ਚਿਤਰ : ਰੂਪ ਤੇ ਪ੍ਰਕਾਰਜ, ਰਵੀ ਸਾਹਿਤ ਪ੍ਰਕਾਸ਼ਨ, ਅੰਮ੍ਰਿਤਸਰ।
4. ਬਲਬੀਰ ਸਿੰਘ ਦਿਲ, ਪੰਜਾਬੀ ਨਿਬੰਧ : ਸਰੂਪ, ਸਿਧਾਂਤ ਅਤੇ ਵਿਕਾਸ, ਪੰਜਾਬੀ ਯੂਨੀਵਰਸਿਟੀ, ਪਟਿਆਲਾ।
5. ਹਰਕੀਰਤ ਸਿੰਘ ਤੇ ਗਿਆਨੀ ਲਾਲ ਸਿੰਘ, ਕਾਲਜ ਪੰਜਾਬੀ ਵਿਆਕਰਨ, ਪੰਜਾਬ ਯੂਨੀਵਰਸਿਟੀ, ਚੰਡੀਗੜ੍ਹ।
6. ਡਾ. ਅਮਰ ਕੋਮਲ (ਸੰਪਾ.), ਚੋਣਵੇਂ ਪੰਜਾਬੀ ਨਿਬੰਧ (ਭੂਮਿਕਾ), ਨੈਸ਼ਨਲ ਬੁਕ ਟਰਸਟ, ਇੰਡੀਆ।
7. ਅਬਨਾਸ ਕੌਰ, ਪੰਜਾਬੀ ਰੇਖਾ ਚਿਤਰ, ਪੰਜਾਬੀ ਯੂਨੀਵਰਸਿਟੀ, ਪਟਿਆਲਾ।
8. ਮਿੰਨੀ ਸਲਵਾਨ, ਪੰਜਾਬੀ ਵਿਆਕਰਨ : ਮੁਢਲੇ ਸੰਕਲਪ, ਰਵੀ ਸਾਹਿਤ ਪ੍ਰਕਾਸ਼ਨ, ਅੰਮ੍ਰਿਤਸਰ।
9. ਬੂਟਾ ਸਿੰਘ ਬਰਾੜ, ਪੰਜਾਬੀ ਵਿਆਕਰਨ : ਸਿਧਾਂਤ ਤੇ ਵਿਹਾਰ, ਚੇਤਨਾ ਪ੍ਰਕਾਸ਼ਨ, ਲੁਧਿਆਣਾ।

BACHELOR OF VOCATION (B.VOC.) ANIMATION

Batch from Year 2020 to Year 2023

SEMESTER - II**PAPER-VII: ਮੁੱਢਲੀ ਪੰਜਾਬੀ****(In lieu of Compulsory Punjabi)****(For those students who are not domicile of Punjab)****ਸਮਾਂ: 3 ਘੰਟੇ****ਕੁੱਲ ਅੰਕ: 50**

1. ਪ੍ਰਸ਼ਨ ਪੱਤਰ ਦੇ ਚਾਰ ਭਾਗ ਹੋਣਗੇ। ਹਰ ਭਾਗ ਵਿਚ ਦੋ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ।
2. ਵਿਦਿਆਰਥੀ ਨੇ ਕੁੱਲ ਪੰਜ ਪ੍ਰਸ਼ਨ ਕਰਨੇ ਹਨ। ਹਰ ਭਾਗ ਵਿਚੋਂ ਇਕ ਪ੍ਰਸ਼ਨ ਲਾਜ਼ਮੀ ਹੈ। ਪੰਜਵਾਂ ਪ੍ਰਸ਼ਨ ਕਿਸੇ ਵੀ ਭਾਗ ਵਿਚੋਂ ਕੀਤਾ ਜਾ ਸਕਦਾ ਹੈ।
3. ਹਰੇਕ ਪ੍ਰਸ਼ਨ ਦੇ ਬਰਾਬਰ ਅੰਕ ਹਨ।
4. ਪੇਪਰ ਸੈੱਟ ਕਰਨ ਵਾਲਾ ਜੇਕਰ ਚਾਹੇ ਤਾਂ ਪ੍ਰਸ਼ਨਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਵੱਧ ਤੋਂ ਵੱਧ ਚਾਰ ਉਪ-ਪ੍ਰਸ਼ਨਾਂ ਵਿੱਚ ਕਰ ਸਕਦਾ ਹੈ।

ਪਾਠ-ਕ੍ਰਮ**ਸੈਕਸ਼ਨ-ਏ**

ਪੰਜਾਬੀ ਸ਼ਬਦ ਬਣਤਰ : ਧਾਤੂ, ਵਧੇਤਰ (ਅਗੇਤਰ, ਮਧੇਤਰ, ਪਿਛੇਤਰ), ਪੰਜਾਬੀ ਕੋਸ਼ਗਤ ਸ਼ਬਦ ਅਤੇ ਵਿਆਕਰਣਿਕ ਸ਼ਬਦ

ਸੈਕਸ਼ਨ-ਬੀ

(ੳ) ਸੰਯੁਕਤ ਸ਼ਬਦ, ਸਮਾਸੀ ਸ਼ਬਦ, ਦੋਜਾਤੀ ਸ਼ਬਦ, ਦੋਹਰੇ/ਦੁਹਰਕਤੀ ਸ਼ਬਦ ਅਤੇ ਮਿਸ਼ਰਤ ਸ਼ਬਦ

(ਅ) ਸਿਖਲਾਈ ਤੇ ਅਭਿਆਸ

ਸੈਕਸ਼ਨ-ਸੀ

ਇਕ-ਵਚਨ, ਬਹੁ-ਵਚਨ, ਲਿੰਗ-ਪੁਲਿੰਗ, ਬਹੁ-ਅਰਥਕ ਸ਼ਬਦ, ਸਮਾਨ-ਅਰਥਕ ਸ਼ਬਦ, ਬਹੁਤੇ ਸ਼ਬਦਾਂ ਲਈ ਇਕ ਸ਼ਬਦ, ਸ਼ਬਦ ਜੋੜ, ਵਿਰੋਧਆਰਥਕ ਸ਼ਬਦ।

ਸੈਕਸ਼ਨ-ਡੀ

ਨਿਤ ਵਰਤੋਂ ਦੀ ਪੰਜਾਬੀ ਸ਼ਬਦਾਵਲੀ : ਖਾਣ-ਪੀਣ, ਸਾਕਾਦਾਰੀ, ਰੁਤਾਂ, ਮਹੀਨਿਆਂ, ਗਿਣਤੀ, ਮੌਸਮ, ਮਾਰਕੀਟ/ਬਾਜ਼ਾਰ, ਵਪਾਰ, ਧੰਦਿਆਂ ਆਦਿ ਨਾਲ ਸੰਬੰਧਿਤ।

ਸਹਾਇਕ ਪੁਸਤਕਾਂ

1. ਜੋਤੀ ਸ਼ਰਮਾ, ਪੰਜਾਬੀ ਵਿਆਕਰਨ, ਵਾਰਿਸ ਸ਼ਾਹ ਫਾਉਂਡੇਸ਼ਨ, ਅੰਮ੍ਰਿਤਸਰ।
2. ਪੰਜਾਬੀ ਭਾਸ਼ਾ ਬੋਧ, ਕਸਤੂਰੀ ਲਾਲ ਐਂਡ ਸੰਨਜ਼, ਅੰਮ੍ਰਿਤਸਰ।
3. ਮਿੰਨੀ ਸਲਵਾਨ, ਪੰਜਾਬੀ ਵਿਆਕਰਨ : ਮੁਢਲੇ ਸੰਕਲਪ, ਰਵੀ ਸਾਹਿਤ ਪ੍ਰਕਾਸ਼ਨ, ਅੰਮ੍ਰਿਤਸਰ।
4. ਰੰਜੂ ਬਾਲਾ, ਅਰਥ ਵਿਗਿਆਨ, ਆਰਸੀ ਪਬਲਿਸ਼ਰਜ਼, ਦਿਲੀ।

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Batch from Year 2020 to Year 2023

SEMESTER - II**PAPER-VII: Punjab History & Culture (C 320 to 1000 B.C.)****(Special Paper in lieu of Punjabi compulsory)****(For those students who are not domicile of Punjab)****Time: 3 Hours****Max. Marks :50****Instructions for the Paper Setters**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

SECTION- A

1. Alexander's Invasion and its Impact
2. Punjab under Chandragupta Maurya and Ashoka.

SECTION- B

3. The Kushans and their Contribution to the Punjab.
4. The Panjab under the Gupta Empire.

SECTION- C

5. The Punjab under the Vardhana Emperors
6. Socio-cultural History of Punjab from 7th to 1000 A.D.

SECTION- D

7. Development of languages and Education with Special reference to Taxila
8. Development of Art & Architecture

Suggested Readings

1. L. M Joshi (ed), *History and Culture of the Punjab*, Art-I, Punjabi University, Patiala, 1989 (3rd edition)
2. L.M. Joshi and Fauja Singh (ed.), *History of Punjab* , Vol.I, Punjabi University, Patiala, 1977.
3. Budha Parkash, *Glimpses of Ancient Punjab*, Patiala, 1983.
4. B.N. Sharma: *Life in Northern India*, Delhi. 1966.

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**PAPER–VII DRUG ABUSE: PROBLEM, MANAGEMENT AND PREVENTION
(Compulsory)****Time: 3 Hours****Max. Marks: 100****Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

Section – A**Meaning of Drug Abuse:**

- 1) Meaning, Nature and Extent of Drug Abuse in India and Punjab.
- 2) Consequences of Drug Abuse for:

Individual	:	Education, Employment, Income.
Family	:	Violence.
Society	:	Crime.
Nation	:	Law and Order problem.

Section – B**Management of Drug Abuse:**

- (i) Medical Management: Medication for treatment and to reduce withdrawal effects.
- (ii) Psychiatric Management: Counselling, Behavioural and Cognitive therapy.
- (iii) Social Management: Family, Group therapy and Environmental Intervention.

Section – C**Prevention of Drug abuse:**

- (i) Role of family: Parent child relationship, Family support, Supervision, Shaping values, Active Scrutiny.
- (ii) School: Counselling, Teacher as role-model. Parent-teacher-Health Professional Coordination, Random testing on students.

Section – D**Controlling Drug Abuse:**

- (i) Media: Restraint on advertisements of drugs, advertisements on bad effects of drugs, Publicity and media, Campaigns against drug abuse, Educational and awareness program
- (ii) Legislation: NDPs act, Statutory warnings, Policing of Borders, Checking Supply/Smuggling of Drugs, Strict enforcement of laws, Time bound trials.

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References:

1. Ahuja, Ram (2003), *Social Problems in India*, Rawat Publication, Jaipur.
2. Extent, Pattern and Trend of Drug Use in India, Ministry of Social Justice and Empowerment, Government of India, 2004.
3. Inciardi, J.A. 1981. *The Drug Crime Connection*. Beverly Hills: Sage Publications.
4. Kapoor. T. (1985) *Drug epidemic among Indian Youth*, New Delhi: Mittal Pub.
5. Kessel, Neil and Henry Walton. 1982, *Alcoholism*. Harmond Worth: Penguin Books.
6. Modi, Ishwar and Modi, Shalini (1997) *Drugs: Addiction and Prevention*, Jaipur: Rawat Publication.
7. National Household Survey of Alcohol and Drug abuse. (2003) New Delhi, Clinical Epidemiological Unit, All India Institute of Medical Sciences, 2004.
8. Ross Coomber and Others. 2013, *Key Concept in Drugs and Society*. New Delhi: Sage Publications.
9. Sain, Bhim 1991, *Drug Addiction Alcoholism, Smoking obscenity* New Delhi: Mittal Publications.
10. Sandhu, Ranvinder Singh, 2009, *Drug Addiction in Punjab: A Sociological Study*. Amritsar: Guru Nanak Dev University.
11. Singh, Chandra Paul 2000. *Alcohol and Dependence among Industrial Workers*: Delhi: Shipra.
12. Sussman, S and Ames, S.L. (2008). *Drug Abuse: Concepts, Prevention and Cessation*, Cambridge University Press.
13. Verma, P.S. 2017, "*Punjab's Drug Problem: Contours and Characteristics*", Economic and Political Weekly, Vol. LII, No. 3, P.P. 40-43.
14. World Drug Report 2016, United Nations office of Drug and Crime.
15. World Drug Report 2017, United Nations office of Drug and Crime.

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SEMESTER-III**PAPER I: INTRODUCTION TO PHOTOGRAPHY****Time: 3 Hours****Max. Marks: 75****Theory: 50****Practical: 25****Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

SECTION-A

Introduction to photography, meaning of Photography and its applications

Types of Photography: Product Photography, Nature Photography, Event Photography, Travel Photography, Sport photography

SECTION-B

Camera Lens and its Types,

Aperture, Shutter Speed, Depth of Field, Types of Still Camera

SECTION-C

Different types of camera angles and shots

Camera angles and shots: Low angle, High angle, Dutch tilt, Ariel shot, Closeup shot, mid shot, long shot

SECTION-D

Composition: Rule of Thirds, Golden Section, Head room, Frame within a frame, Symmetry
Photography golden hours

Suggested Readings:

1. Woods Nicole, "Photography: Complete Guide to Taking Stunning, Beautiful Digital Pictures". Create Space Independent Publishing Platform
2. Northrup Tony, "Tony Northrup's DSLR Book". Mason Press; 2nd edition

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SEMESTER-III**PAPER II: WEB DESIGNING****Time: 3Hours****Max. Marks: 75**
Theory Marks: 50
Practical Marks: 25**Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

SECTION-A

Web Designing Principles: Basic principles involved in developing a web site, Planning process, Five Golden rules of web designing, Designing navigation bar, Page design, Home Page Layout, Design Concept.

Basics in Web Design: Brief History of Internet, what is World Wide Web, Why create a web site, Web Standards, Audience requirement.

SECTION-B

Introduction to HTML: What is HTML, HTML Documents, Basic structure of an HTML document, creating an HTML document, Mark up Tags, Heading-Paragraphs, Line Breaks, and HTML Tags

Elements of HTML: Introduction to elements of HTML, Working with Text, Working with Lists, Tables and Frames, Working with Hyperlinks, Images and Multimedia, Working with Forms and controls

SECTION-C

Introduction to Cascading Style Sheets: Concept of CSS, Creating Style Sheet, CSS Properties, CSS Styling(Background, Text Format, Controlling Fonts), Working with block elements and objects, Working with Lists and Tables, CSS Id and Class, Box Model(Introduction, Border properties, Padding Properties, Margin properties), CSS Advanced(Grouping, Dimension, Display, Positioning, Floating, Align, Pseudo class, Navigation Bar, Image Sprites, Attribute sector), CSS Color, Creating page Layout and Site Designs.

SECTION-D

Introduction to Web Publishing or Hosting: Creating the Web Site, Saving the site, working on the web site, creating web site structure, Creating Titles for web pages, Themes-Publishing web sites.

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Suggested Readings:

1. Lisa Lopuck, "Web Design for dummies" Lisa Lopuck, John Wiley & Sons
2. Ivan Bayross,"Introduction to HTML and DHTML", BPB Publishers.
3. David A. Crowder," Building a Web Site For Dummies", John Wiley & Sons
4. Thomas Powell, "Web Design: The Complete Reference", McGraw Hill Education

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SEMESTER-III**PAPER III: VIDEO EDITING****Time: 3Hours****Max. Marks: 50**
Theory Marks: 25
Practical Marks: 25**Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

SECTION-A

Introduction: What is Premiere Pro, Why and What for, Concept of Non-linear editing.

Digital video principles: Video formats, frame rates, aspect ratios and Video outputs

Introductory project: Workflow, Adding footage, Time code, Basic, Interface of premiere pro, All panels of premiere (tools, project, monitor, source, Timeline, audio meters, misc).

Importing and organizing footage: Project, Sequence, Capturing, Importing, Sorting.

SECTION-B

Basic video editing: Rough editing, Preliminary, overlay edit, Layers, Ripple edit, Slip edit, Razor tool, moving edit, Navigating, understand all Tools on toolbox for editing clips.

The art of video editing: Establishing, Emotional Fixing, Matching.

Helpful editing techniques: Markers, replacing footage, exporting still, rearranging clips, Targeting, Disconnecting and Offline.

Adjusting clip properties: Rubber band, Position, Anchor, Size.

Playing with time: Speed, Rate, and Backwards

SECTION-C

Attributes of video: Pixels, Frame rates, HD

Creating moving elements: Layered, Animating and Fading.

Applying video transitions: Applying (various types), Effectively, Default.

Working with audio: Cutting music, Changing, Fixing, and Censoring

Applying video effects: Flare, Lightning, Mirror

Various effects: adjust, blur, sharpen, channel, color correction, Distort, generate, image control, keying, noise, perspective, Stylize, time, transition, transform utility, video.

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SECTION-D**Basic compositing:** Compositing, Green (keying), Blend.**Color correction:** White balance, Contrast, Luminance, Cinematic, Vignette, Night. Making titles, credits and lower thirds: Titling and superimposing, Third, Credits.**Exporting video:** Sequences, Media encoder, Formats, Portions, and Letter boxed.**Introduction to other similar applications:** Final cut Pro.**Exercises to be implemented (Practical)**

1. Slideshow of images
2. Synchronize text with audio
3. Create news ticker (lower third)
4. Mash up
5. Create a video includes shots from different angles
6. Create a one-minute short film

Suggested Readings:

1. Adobe “Adobe Premiere Pro CC Classroom in a Book”, Pearson Education India

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SEMESTER-III**PAPER IV: 3D MAYA TEXTURING & LIGHTING****Time: 3Hours****Max. Marks: 50
Theory Marks: 25
Practical Marks: 25****Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

MAYA TEXTURING**SECTION-A**

1. Introduction to UV mapping.
2. Creating UV's Polygons
3. Automatic UV mapping, Planar UV mapping, Cylindrical UV mapping, Spherical UV mapping, User-defined UV mapping, Camera UV mapping, Transfer UVs between meshes, Confirm UV placement.
4. UV Texture editor overview UV sets: Create UV sets, Switch between UV sets, Duplicate, rename, or delete a UV set, assign a texture to a UV set, Copy UVs from one UV set to another.
5. Editing UV's in Texture editor: Select UVs, Display a subset of UVs, Dolly or track within the UV Texture Editor, Display a texture behind the UVs, Delete UVs, Update a texture image after UV modification, Use the UV Texture Editor grid, Save an image of the UV layout, Modify UVs using the UV Lattice Tool, Modify UVs using the UV Smudge Tool, Separate & attach UV shells, Display overlapping UVs, Map border UVs to a square or circle, Straighten border UVs, Relax and untangle UV's, Unfold a UV mesh, Flip or rotate UV shells, Copy UVs, Color attributes between polygons.

SECTION-B

1. Maya shader Blinn, Lambert Ocean shader
2. Texture Map: Color maps, Transparency maps, specular maps, Reflection maps, Bump maps, Displacement maps.
3. Toon Shading: Assign Fill shader, Assign outline.
4. Mix Materials and presets and ambient occlusion
5. Surface Materials: About surface materials, Common surface material attributes, Common surface material Specular Shading attributes.
6. Texture a match box
7. Texture a Cartoon Character.
8. Texture an interior or exterior 3d model

MAYA LIGHTING**SECTION-C**

1. Introduction to Lighting.
2. Working with Maya Lights 1-Point, Direct, Spot.
3. Working with Maya Lights 2-Ambient, Area and Volume.
4. Direct Illumination-Creating and Illuminating a Stage Show.
5. Three Point Lighting and Exterior Lighting.
6. Cast shadows, decay rate, Previewing lighting and shadows
7. Creating depth map Shadow, creating ray traced shadows
8. Concept of lighting system and shadows.
9. Creating area light shadows, setting area light visibility,
10. Creating soft shadows with spot lights

SECTION-D

11. Setting illumination for interiors
12. Tuning global illumination and Global illumination photons
13. Using final gather for indirect lighting
14. Tuning final gather and reusing
15. Lighting Passes& Composting in editing software
16. Light an interior or exterior 3d model
17. Light a character model

Suggested Readings:

1. Lanier Lee, "Advanced Maya Texturing and Lighting", Wiley
2. Birn Jeremy, "Digital Lighting and Rendering", New Riders; 2 edition

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SEMESTER-III**PAPER V: RIGGING & SKINNING (PRACTICAL)****Time: 3 Hours****Max. Marks: 50****Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

Introduction to rigging concepts – hierarchies, skinning

Naming conventions

Creating, organizing and parenting joints

Joint quantity/placement strategy

Understanding and fixing joint orientation

- Modify>Freeze transformations
- Skeleton>orient joint
- Flipping local rotation axis
- Mirroring skeletons.

Skinning and weight painting

Exporting, importing and mirroring skin weights

FK VS IK

Setting up IK for feet

Grouped IK structure + foot controls

Freezing transforms to zero out controllers

Locking and hiding attributes

Adding finger joints

Adding influences with locked weights

Using curve controls to drive joints

Facial blend shapes

Rig a new bipedal character

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Suggested Readings:

1. Zeman B Nicholas, "Essential Skills in Character Rigging ", A K Peters/CRC Press.
2. Rodriguez David, "Animation Methods - Rigging Made Easy: Rig Your First 3D Character in Maya", Create space Independent Publishing Platform

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SEMESTER–III**PAPER VI: 3D CHARACTER ANIMATION USING MAYA (PRACTICAL)****Time: 3Hours****Max. Marks: 100****Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

1. Maya Timeline, Manual key & Auto Key
2. Animation Graph editor
3. Play blast
4. Principles of Animation in MAYA
5. Create a character and animate it
6. Create a Walk cycle
7. Animating a character using Blocking Techniques
8. Creating an interaction between two characters
9. Creating and Animating grappling hook
10. Creating a Character poses using blend shapes
11. Creating Anatomy of expression for facial Animation
12. Facial expressions' animation
13. Creating and Animating realistic eyes
14. Creating and Animating a dialogue scene
15. Incorporate music / audio assets to a character

Suggested Readings:

1. Williams E. Richards, "The Animator's Survival Kit", Faber 3 edition.
2. Roy Kenny, "How to Cheat in Maya 2014: Tools and Techniques for Character Animation", Focal Press
3. Rodriguez David, "Animation Methods", CreateSpace Independent Publishing Platform

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SEMESTER-IV**PAPER I: CAMERA TECHNIQUES****Time: 3Hours****Max. Marks: 75**
Theory Marks: 50
Practical Marks: 25**Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

SECTION-A

1. Digital Photography: Introduction
2. Meaning of Camera Techniques and its uses
3. Key elements for High Photos

SECTION-B

1. Creative white balance
2. Nature Photography with different angles
3. Using Marcos in an indoor and outdoor setting
4. Using HDRI

SECTION-C

1. Time lapse shots
2. Image editing and standard image formats
3. Advanced editing techniques in product photography

SECTION-D

1. Travel Photography
2. Sport Photography
3. Use of Dutch angles in Photography

Suggested Readings:

1. Woods Nicole, "Photography: DSLR Photography Secrets and Tips to Taking Beautiful Digital Pictures", CreateSpace Independent Publishing Platform

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SEMESTER-IV**PAPER II: MAINTAINING WORKPLACE HEALTH AND SAFETY****Time: 3Hours****Max. Marks: 75****Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

SECTION-A

Importance of High Standards of Health and Safety at workplace

Identification of health and Safety hazards

Identification of people responsible for health and safety and mechanisms to reach out to them

SECTION-B

Ensuring the success of safety and health management system: monitoring, reporting various incidents and revision of plan.

Types of emergencies, Emergency plans, Evacuation and other emergency procedures in case of fire, flood, earthquake etc.

SECTION-C

Fire safety in the workplace, Different types of fire extinguishers, classification and usage

Medical assistance in case of health, symptoms and first aid for different medical conditions like cardiac failure, choking, unconsciousness etc.

SECTION-D

Safety guidelines of System/equipments and machines, various safety symbols: meaning and importance.

Governmental norms and regulations regarding Health and Safety at workplace

A fire drill exercise

Suggested Readings:

1. Schneid D. Thomas, "Workplace Safety and Health: Assessing Current Practices and Promoting Change in the Profession (Occupational Safety & Health Guide Series)", CRC Press; 1 Edition
2. Gupta A.K, "Industrial Safety and Environment Paperback", Laxmi Publications; Second edition

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SEMESTER-IV**PAPER III: VFX DESIGN****Time: 3Hours****Max. Marks: 50****Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

SECTION-A

1. Importing Footage and Editing it, Data Management
2. Key-framing and tweening
3. Workflow, Exporting and File Formats
4. Masks, Layer Modes, Basic Effects

SECTION-B

1. Keying Layer Properties
2. Nesting, Pre-comping
3. Non-destructive Workflow
4. Text & Title effect

SECTION-C

1. Color Correction in After Effects
2. Manipulating Footage
3. Green Screening
4. Wire and rig removal

SECTION-D

1. Rotoscoping with mask and Roto brush
2. Tracking and stabilizing
3. Advanced Effects-Rain,
4. 3D Camera
5. Particles and Physics

Suggested Readings:

1. Adobe “Adobe After Effects CC Classroom in a Book”, Pearson Education India
2. Perkins Chad, “How to Cheat in After Effects”, Focal Press.

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SEMESTER-IV**PAPER IV: VFX DESIGN (PRACTICAL)****Time: 3Hours****Max. Marks: 50****Note:** The question paper will be set on the spot by the examiner.

1. Creating a 2D Slide show.
2. Designing a text animation.
3. Developing a 3D layer animation.
4. Create a stabilized video.
5. Removing a green screen and adding a back ground.
6. Use of a mask effect.
7. Using tools for motion tracking.
8. Creating a rough footage and using the wire removal option.
9. Designing a motion graphics with basic effects.
10. Creating a matte painting.
11. Designing a text shatter and flow like liquid using tools.
12. Creating a text and following the path with the light effects.
13. Creating a water effect using CC particle world and median.
14. Creating a fire effect, smoke effects using particles.
15. Creating rain using particles.
16. Rotoscoping& tracking of a footage
17. After Effects template
18. 3D Camera Tracking
19. Motion graphics

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SEMESTER-IV**PAPER V: AUDIO EDITING****Time: 3 Hours****Max. Marks: 50****Theory Marks: 25****Practical Marks: 25****Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

SECTION-A

INTRODUCTION: Analog and digital audio, Basic Preferences, working in the Waveform View, Level Meters, Supported File Types, Basic Recording. Understanding various digital audio formats like .WAV, .MP3, etc.,

SOUND FILE EDITING: Trimming, Adjusting Volume Levels, Opening Files with Bridge, Applying Fades with Fade in and Fade Out, Applying and Controlling fades, Changing Volume with Key frames, Editing Key frames, Adjusting Volume, Combining Sound files with Mix Paste, Workflow, waveform volume, and pan envelopes.

SECTION-B

MANIPULATING AUDIO: trim/crop, mute, reverse, smooth/enhance, Fade in/out, insert silence, etc.

WORKING WITH MULTI TRACK PROJECTS: Starting a Multi-track Project, Adding Tracks to an Existing Multi track Project, Multi track Project Control and Tools, Muting and Soloing, Trimming and Fading, Key framing, Replacing and Moving Tracks, Internal Edits, Finalizing the Two-Track Mix, insert track markers, adding multiple tracks, adjusting track, time.

SECTION-C

CLEAN UP AUDIO: Automatic Noise Reduction, Noise Reduction with a Captured Noise Print, Hum Noise Reduction with a Captured Noise Print, Limitations of Noise Reduction, Removing Clicks and Pops, Rumble Removal.

CREATE LOOP: Create Loop Overview, Selecting and Trimming the Loop, Multi tracking with Loops, Equalize Volume and Match Volume.

SECTION-D

OVERVIEW OF EFFECTS: Working with the Effects Rack, optimizing a Voice Track, mastering a Music Track, Working more with Presets, Reverb, Delay, Sound level, Equalization, Special.

AUDIO EFFECTS: EQ, Volume, chorus, distortion, Delay/echo, pitch

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PRACTICAL:

1. Record one-minute voiceover using microphone
2. Editing the recording and add background music

Suggested Readings:

1. Schroder Carla, "The book of Audacity", No Starch Press; 1 edition

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SEMESTER-IV**PAPER VI: MINOR PROJECT****Max. Marks: 100**

During Semester-IV, the students need to submit an animation project prepared using techniques and tools taught during the course (Adobe Photoshop, Adobe Illustrator, Corel Draw, Adobe Flash, Adobe Premiere, Autodesk Maya and Adobe After Effects).

Following points should be taken care of while working on project:

1. Students can choose themselves the subject matter and scenes
2. A project can be done jointly by maximum of two students
3. Minimum of 750 frames
4. Use at least two different software
5. Effective use of cameras, focus on viewers' attention
6. Project report showcasing the stages of the project

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ESL-221 : Environmental Studies (Compulsory Paper)**Time: 3 Hrs.****Max. Marks: 100****Teaching Methodologies**

The Core Module Syllabus for Environmental Studies includes class room teaching and field work. The syllabus is divided into 8 Units [Unit-1 to Unit-VII] covering 45 lectures + 5 hours for field work [Unit-VIII]. The first 7 Units will cover 45 lectures which are class room based to enhance knowledge skills and attitude to environment. Unit-VIII comprises of 5 hours field work to be submitted by each candidate to the Teacher in-charge for evaluation latest by 15 December, 2020.

Exam Pattern: **End Semester Examination- 75 marks**
 Project Report/Field Study- 25 marks [based on submitted report]
 Total Marks- 100

The structure of the question paper being:

Part-A, Short answer pattern with inbuilt choice – 25 marks

Attempt any five questions out of seven distributed equally from Unit-1 to Unit-VII. Each question carries 5 marks. Answer to each question should not exceed 2 pages.

Part-B, Essay type with inbuilt choice – 50 marks

Attempt any five questions out of eight distributed equally from Unit-1 to Unit-VII. Each question carries 10 marks. Answer to each question should not exceed 5 pages.

Project Report / Internal Assessment:**Part-C, Field work – 25 marks [Field work equal to 5 lecture hours]**

The candidate will submit a hand written field work report showing photographs, sketches, observations, perspective of any topic related to Environment or Ecosystem. The exhaustive list for project report/area of study are given just for reference:

1. Visit to a local area to document environmental assets: River / Forest/ Grassland / Hill / Mountain / Water body / Pond / Lake / Solid Waste Disposal / Water Treatment Plant / Wastewater Treatment Facility etc.
2. Visit to a local polluted site – Urban / Rural / Industrial / Agricultural
3. Study of common plants, insects, birds
4. Study of tree in your areas with their botanical names and soil types
5. Study of birds and their nesting habits
6. Study of local pond in terms of wastewater inflow and water quality
7. Study of industrial units in your area. Name of industry, type of industry, Size (Large, Medium or small scale)
8. Study of common disease in the village and basic data from community health centre
9. Adopt any five young plants and photograph its growth
10. Analyze the Total dissolved solids of ground water samples in your area.
11. Study of Particulate Matter (PM_{2.5} or PM₁₀) data from Sameer website. Download from Play store.

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12. Perspective on any field on Environmental Studies with secondary data taken from Central Pollution Control Board, State Pollution Control Board, State Science & Technology Council etc.

Unit-I**The multidisciplinary nature of environmental studies**

Definition, scope and importance, Need for public awareness

(2 lectures)**Unit-II****Natural Resources: Renewable and non-renewable resources:**

Natural resources and associated problems.

- (a) Forest resources: Use and over-exploitation, deforestation, case studies. Timber extraction, mining, dams and their effects on forests and tribal people.
- (b) Water resources: Use and over-utilization of surface and ground water, floods, drought, conflicts over water, dams-benefits and problems.
- (c) Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources, case studies.
- (d) Food resources: World food problems, changes caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity, case studies.
- (e) Energy resources: Growing energy needs, renewable and non-renewable energy sources, use of alternate energy sources, case studies.
- (f) 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.

(8 Lectures)**Unit-III****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: Forest ecosystem, Grassland ecosystem, Desert ecosystem, Aquatic ecosystems (ponds, streams, lakes, rivers, ocean estuaries)

(6 Lectures)**Unit-IV****Biodiversity and its conservation**

- Introduction – Definition: genetic, species and ecosystem diversity
- Biogeographical 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

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- Threats to biodiversity: habitat loss, poaching of wildlife, man wildlife conflicts
 - Endangered and endemic species of India
 - Conservation of biodiversity: In-situ and Ex-situ conservation of biodiversity
- (8 Lectures)**

Unit-V**Environmental Pollution**

Definition

- Causes, effects and control measures of Air pollution, Water pollution, Soil pollution, Marine pollution, Noise pollution, Thermal pollution, Nuclear pollution
- 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

(8 Lectures)**Unit-VI****Social Issues and the Environment**

- From unsustainable to sustainable development
- Urban problems and 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.
- Wasteland reclamation
- Consumerism and waste products
- Environmental Protection Act, 1986
- Air (Prevention and Control of Pollution) Act, 1981
- Water (Prevention and control of Pollution) Act, 1974
- Wildlife Protection Act
- Forest Conservation Act
- Issues involved in enforcement of environmental legislation
- Public awareness

(7 Lectures)**Unit-VII****Human Population and the Environment**

- Population growth, variation among nations
- Population explosion – Family Welfare Programmes
- 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

(6 Lectures)

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Unit-VIII**Field Work**

- Visit to a local area to document environmental assets
river/forest/grassland/hill/mountain
- Visit to a local polluted site – Urban / Rural / Industrial / Agricultural
- Study of common plants, insects, birds
- Study of simple ecosystems-pond, river, hill slopes, etc

(Field work equal to 5 lecture hours)**ADVISORY FOR PUSHPA GUJRAL SCIENCE CITY, KAPURTHALA :**

The Under Graduate students studying Environmental Studies (Compulsory Paper for All UG College Courses) may be taken to Pushpa Gujral Science City, Kapurthala in lieu of Field study report of 25 marks.

Although students will submit a hand written reports with pictures/ graphs/ tables related to biodiversity, ecology, health, biotechnology, energy, water etc. in about 10 pages to the teacher in-charge.

Above advisory is issued to promote scientific temperament in undergraduate classes and is optional. Further, the report will only be considered if there will be a minimum strength of 25 students along with deputed teacher by the college.

References:

1. Bharucha, E. 2005. Textbook of Environmental Studies, Universities Press, Hyderabad.
2. Down to Earth, Centre for Science and Environment, New Delhi.
3. Heywood, V.H. & Waston, R.T. 1995. Global Biodiversity Assessment, Cambridge House, Delhi.
4. Joseph, K. & Nagendran, R. 2004. Essentials of Environmental Studies, Pearson Education (Singapore) Pte. Ltd., Delhi.
5. Kaushik, A. & Kaushik, C.P. 2004. Perspective in Environmental Studies, New Age International (P) Ltd, New Delhi.
6. Rajagopalan, R. 2011. Environmental Studies from Crisis to Cure. Oxford University Press, New Delhi.
7. Sharma, J. P., Sharma. N.K. & Yadav, N.S. 2005. Comprehensive Environmental Studies, Laxmi Publications, New Delhi.
8. Sharma, P. D. 2009. Ecology and Environment, Rastogi Publications, Meerut.
9. State of India's Environment 2018 by Centre for Sciences and Environment, New Delhi
10. Subramanian, V. 2002. A Text Book in Environmental Sciences, Narosa Publishing House, New Delhi.

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SEMESTER-V**PAPER I: ELECTRONIC MEDIA****Time: 3Hours****Max. Marks: 50****Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

Note for Candidate:

The students can use only Non-programmable & Non-storage type calculator.

SECTION-A

1. Evolution and growth of Electronic Media (Radio, TV)
2. Characteristics of various Electronic Media (Radio, TV)
3. Radio vs. TV
4. Print vs. Electronic Media

SECTION-B

5. Effect of Electronic Media on Culture and Society
6. Broadcasting Writing Technique and Style
7. Script Formats
8. Editing

SECTION-C

9. Principles of Video Production
10. Basic TV Production Techniques
11. Production Team
12. Camera Crew

SECTION-D

13. Types of Cameras
14. Budgeting
15. Channel Analysis, Media Appreciation – Film review
16. Distribution of Films
17. Introduction to Editing Software – Adobe Premiere, After Effects, Sound Forge.

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Suggested Readings:

1. Electronic Media: An Introduction, “Lynne S. Gross (Author)”, McGraw-Hill
2. India’s communication revolution, “Arvind Singhal, Evertt M. Rogers”, Sage India

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SEMESTER-V**PAPER II: FILM DIRECTION AND DOCUMENTARY****Time: 3Hours****Max. Marks: 100****Th : 50 Pr: 50****Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

Note for Candidate:

The students can use only Non-programmable & Non-storage type calculator.

SECTION-A

Introduction, history, and future: The Director's Role, A brief And Function History of Documentary; Aesthetics and authorship: Authorship Challenges and Opportunities, Reconstruction, and docudrama, Documentary Theory, Project: Critical writing

SECTION-B

Identity and authorship: Project: Recognizing your Creative Identity, Developing Your Story Idea; Screen craft: Screen Grammar, Project: screen craft Analysis, Projects; Basic Production

SECTION-C

Production: Camera Equipment and Shooting Procedure, Lighting, Location Sound and Postproduction: Designing a Structure, Editing, Using Music and Working with a Composer, Fine Cut to Sound Mix

SECTION-D

Shots, 180-Degree Rule, 30-Degree Rule, Screen Direction, Film-Time, Compression; Organizing Actions in a Dramatic Scene; Staging: Patterns of Dramatic Movement, Changing the Stage within a Scene, Staging as Part of a Film's Design, Working with a Location Floor Plan; Camera: The Camera as Narrator, Objective Camera, Subjective Camera, Shot Lists, Storyboards and Setups.

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Suggested Readings:

1. Documentary Storytelling: Creative Nonfiction on Screen, “Sheila Curran Bernard”, Focal Press
2. Making Documentary Films and Reality Videos: A Practical Guide to Planning, Filming, and Editing Documentaries of Real Events, “Barry Hampe”, Holt Paperbacks
3. Video production, “Vasuki Belavadi”, Oxford University Press India;
4. Television production handbook, “Herbert Zettl”, Cengage Learning

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SEMESTER-V**PAPER III: 3D ARCHITECTURE VISUALIZATION USING 3D MAX
(INTERIOR AND EXTERIOR DESIGNING)****Time: 3Hours****Max. Marks: 50****Th: 50****Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

Note for Candidate:

The students can use only Non-programmable & Non-storage type calculator.

SECTION-A

1. Basic introduction of 3ds Max software
2. Understanding viewports and tool options
3. Modeling Fundamentals
4. Types of modeling (Spline and Polygon modeling)
5. Tools and Techniques in depth

SECTION-B

6. Props Modeling
7. Texturing Fundamentals
8. Understanding different types of Materials
9. Advanced Texturing

SECTION-C

10. Working on UVW Unwrap
11. Lighting Techniques (different types of lights)
12. 3 Point lighting techniques
13. Indoor & outdoor lighting

SECTION-D

14. Camera Animation
15. Scene Composition
16. Rendering techniques
17. Scan Line, Mental & V-Ray Rendering
18. Create exterior or interior model

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Suggested Readings:

1. Architectural Rendering with 3ds Max and V-Ray, “Enrico Eggert”, Markus Kuhlo
2. Autodesk 3ds Max 2017:: A Comprehensive Guide, “Sham Tickoo” BPB Publications

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SEMESTER-V**PAPER IV: ACTING & DIRECTION FOR ANIMATION****PRACTICAL****Time: 3Hours****Max. Marks: 100****Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

Note for Candidate:

The students can use only Non-programmable & Non-storage type calculator.

Note for Practical Examiner: Paper will be set on the spot by practical examiner.

SECTION-A

Essential of Acting Concepts: ACTING - Basic Performance skills, physical preparation
VOICE, SPEECH & MUSIC - Exercises that focus on breathing, humming, pitch, volume and singing

SECTION-B

IMPROVISATION & ACTING - Through improvisation, both silent and word-oriented, learning to see, hear, believe, react, observe and concentrate.
Facial expressions & Lip synchronization: How to use Character's body, voice and imagination?

SECTION-C

How to be aware of Character's body, facial expressions and to concentrate on its rhythm, enter space and loosen their limbs
Acquiring acting skills through sessions focused on an understanding of the self.
Mimicking & Voice Modulation

SECTION-D**Directing Animation:**

Developing a Story for Animation, Scripting & Storyboarding
Fundamentals of Cinematography – Camera Angles, Lighting & creating mood, Shots, Screenplay

Practical Submissions:-

Animation with dialogue & expressions (minimum 500 frames) Using Adobe Flash or Maya

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Suggested Readings:

1. Acting for Animators – Ed Hooks Publisher: Heinemann Drama; Revised edition
2. The artist's complete guide to facial expressions – Gary Gaigin Publisher: Watson-Guptill

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SEMESTER-V

Paper V: 3D ARCHITECTURE VISUALIZATION USING 3D MAX

(INTERIOR AND EXTERIOR DESIGNING)

PRACTICAL

Time: 3Hours

Max. Marks: 100

PRACTICAL based on PAPER AM 503

Note: The question paper will be set on the spot by the examiner.

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SEMESTER-VI**Paper I:-PUBLICITY DESIGNING AND MEDIA LAWS****Time: 3Hours****Max. Marks: 50****Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

Note for Candidate:

The students can use only Non-programmable & Non-storage type calculator.

SECTION-A

Different Media used for Publicity: Digital media: Internet Websites, Social media, online advertisements etc.

SECTION-B

Print Media: Newspapers, Magazines, Hoardings, posters etc.

SECTION-C

Media Laws: Media and its uses in legal context, Copyright act: Current Laws for copyright, legal consequences of breaching copyright, Contempt of court – Civil and Criminal contempt, Plagiarism, Defamation.

SECTION-D

Copy Rights In India: Legal definition, Types of copyrights, Infringement and consequences

Suggested Readings:

1. Truth, Lies and Advertising: The Art of Account Planning by John Steel, Publisher – Wiley.
2. Bare Acts of Indian Copyright Act, Contempt of Court Act.

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SEMESTER-VI**Paper II: CAREER MANAGEMENT FOR ANIMATION****Time: 3Hours****Max. Marks: 50****Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

Note for Candidate:

The students can use only Non-programmable & Non-storage type calculator.

SECTION-A**Career opportunities in Animation:**

Exploring different opportunities in Animation, A list of local, national, and international studios Existing studios and Industries which require animation

SECTION-B

Formal Communication: Etiquettes of Public speaking, Business meetings, Telephonic communication, Email etiquettes.

Informal Communication: Introduction, expressing gratitude, expressing regret, Apologize, Resolving conflicts.

Presentation Skills: Preparing presentation, making presentation meaningful and engaging, making effective use of the visual aid, interacting with audiences, dealing with queries from the audiences.

SECTION-C

Creative use of Animation: Prepare a Digital resume, prepare a Motion graphic resume

Preparing for Interviews: Key factors for being successful in an interview, body language, confidence, subject expertise

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SECTION-D

Awareness of various platform for enhancing skills and professional growth

Creating Account on websites like animation express, bloggers.com, freelance.com, upwork.com for project work.

Lifecycle of the project to be developed as a freelancer

Creating and maintaining account on professional networks like LinkedIn for career growth opportunities

Suggested Readings:

1. Chaturvedi PD, Chaturvedi Mukesh” Business Communication: Skills, Concepts, and Applications”, Pearson Education India
2. Robin Ryan, “60 Seconds and You’re Hired!: Revised Edition”, Penguin Books
3. Joan van Emden ,Lucinda Becker, “Presentation Skills for Students ”, Palgrave
4. David Barron, “Resume: The Definitive Guide on Writing a Professional Resume to Land You Your Dream Job”, CreateSpace Independent Publishing Platform
5. Angela Rose (Author) ,“Linkedin in 30 Minutes (2nd Edition): How to Create a Rock-Solid Linkedin Profile and Build Connections That Matter”, I30 Media Corporation; 2nd edition

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SEMESTER-VI**PAPER III: PROJECT DEVELOPMENT (INDIVIDUAL)****Max. Marks: 100**

The student has to make a short animation film by students as their Project Show reel so that the student can be easily assimilated in the Industry .The students can choose the area of Specialization keeping in view their interest

For Specialization Project/ Show reel (AM-603) the students will have choice between the following Specializations:

1. Short Animation Movie (2-D /3-D)
2. Special Effects (VFX) Short Movie
3. Advertising Campaign (Short Ad Film/Print Media)
4. Promotional Material (Promotional film, Brochure, Hanging, Posters)

Note: The students shall work partly in the college and partly in the concerned Industry

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SEMESTER-VI**PAPER IV: GROUP PROJECT DEVELOPMENT****Max. Marks: 200**

Following points should be taken care of while working on project:

1. The students must submit the certificate from the organization for which project work is carried out.
2. The project can be done by maximum of 4 members and every student should highlight the contribution made to the project.
3. The duration of the project should be minimum 1500 frames.
4. The project evaluation criteria primarily focuses on:
 - a) Effective use of camera and various software tools
 - b) The project (i.e. animated movie/sequence) undertaken must convey the message successfully for which it is undertaken.
 - c) Project Report
 - d) Viva Voce
5. The project report must include:
 - a) Title and abstract overview of the work done during project.
 - b) Brief introduction to the company and specific area of project being carried out.
 - c) Requirements:
 - Hardware and environment needed for the project
 - Various Software/Tools used to make the project
 - d) Project plan: The subject matter/script/scenes as required for the project.
 - e) Implementation of the project: Script Writing, Design, Recording, Audio/Video Editing etc.