



॥ सा विद्या या विमुक्तये ॥

स्वामी रामानंद तीर्थ मराठवाडा विद्यापीठ, नांदेड

'ज्ञानतीर्थ', विष्णुपुरी, नांदेड - ४३१ ६०६ (महाराष्ट्र राज्य) भारत

SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY, NANDED

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आंतर विद्याशाखीय अभ्यास विद्याशाखे
अंतर्गत राष्ट्रीय शैक्षणिक धोरण-२०२०
नुसार पदवी द्वितीय/तृतीय अभ्यासक्रम
(Syllabus) शैक्षणिक वर्ष २०२६-२७
पासून लागू करण्याबाबत.

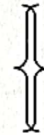
प रि प त्र क

या परिपत्रकान्वये सर्व संबंधितांना कळविण्यात येते की, दिनांक २२ एप्रिल २०२६ रोजी संपन्न झालेल्या मा.विद्या परिषद बैठकीतील विषय क्र.११/६४-२०२६ च्या ठरावानुसार आंतर विद्याशाखीय अभ्यास विद्याशाखेतील राष्ट्रीय शैक्षणिक धोरण-२०२० नुसार पदवी द्वितीय व तृतीय वर्षाचे अभ्यासक्रम (Syllabus) शैक्षणिक वर्ष २०२६-२७ पासून लागू करण्यास मा.विद्या परिषदेने मान्यता प्रदान केली आहे. त्यानुसार आंतर विद्याशाखीय अभ्यास विद्याशाखेतील बी.ए. द्वितीय व तृतीय वर्षाचे खालील विषयाचे अभ्यासक्रम (Syllabus) शैक्षणिक वर्ष २०२६-२७ पासून लागू करण्यात येत आहे.

01	B.A. II Year Lalit Kala (Affiliated Colleges)
02	B.A. III Year Animation (Affiliated Colleges)

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/परिपत्रक/पदवी/बीए/२०२६-२७/ 152
दिनांक : २९.०८.२०२६



उपकुलसचिव
शैक्षणिक (१-अभ्यासमंडळ) विभाग

प्रत माहिती व पुढील कार्यवाहीस्तव :-

- १) मा. कुलगुरू महोदयांचे कार्यालय, प्रस्तुत विद्यापीठ.
- २) मा. प्र.कुलगुरू महोदयांचे कार्यालय, प्रस्तुत विद्यापीठ.
- ३) मा. अधिष्ठाता, आंतर विद्याशाखीय अभ्यास विद्याशाखा, प्रस्तुत विद्यापीठ.
- ४) मा. संचालक, परिक्षा व मूल्यमापन मंडळ, प्रस्तुत विद्यापीठ.
- ५) मा. प्राचार्य, सर्व संबंधित संलग्नित महाविद्यालये, प्रस्तुत विद्यापीठ.
- ६) सिस्टीम एक्सपर्ट, शैक्षणिक विभाग, प्रस्तुत विद्यापीठ. यांना देवून कळविण्यात येते की, परिपत्रक अभ्यासक्रम संकेतस्थळावर प्रसिध्द करण्यात यावेत.

**SWAMI RAMANAND TEERTH
MARATHWADA UNIVERSITY, NANDED-431606**



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

UNDER GRADUATE PROGRAMME OF

Major in DSC (Animation)

Under the Faculty of Inter disciplinary 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 by the 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 a 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 is structured on various predefined verticals that include 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 pursuing 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 Project 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 (VSE 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. 7 and 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.



**SWAMIRAMANANDTEERTHMARATHWADAUNIVERSITY,
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.OfCredits assigned tovarious courses:

Sr No.	Heads	CreditsassignedineachSemester								Total Credits
		I	II	III	IV	V	VI	VII	VIII	
1	Optional 1	4	4	8	8	10	10	14	14	92/84
2	Optional 2	4	4	4	4	4	4	04	04	12
3	Optional 3	4	4	--	--	4	4	04	--	08
3	Generic Electives / ResearchMethodology	2	2	2	2	--	--	--	--	8+4 (12)
4	Vocational and Skill Enhancement Course / IndianKnowledgeSystem	2	2	2	2	2	--	--	--	8+6 (14)
5	Ability Enhancement Course L1(English)	2	--	2	2	--	--	--	--	8
6	Ability Enhancement Course L2(SL)		2	2	--	--	--	--	--	8
7	ValueAddedCourse/IKS (Constitution of India / EVS)	2	2	--	2	--	--	--	--	6
8	Community Engagement Services NCC/NSS/Sports/Culture	2	2	2	--	--	--	--	--	4
9	Project/FieldWork/OJT /Internship	--	--	--	2	2	4	--	4	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 CHOOSE 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 OPTIONALS 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 CHOOSE ANY OF THE THREE OPTIONALS AS 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 VII TH 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 be 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 Honours and Minor in DSM.

For the award of **Bachelor of Arts in DSC Honours 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 Honours with Research and Minor in DSM.

For the award of **Bachelor of Arts in DSC Honours 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	IANIMTP1101 Art Foundation (Theory + Practical) (4 Cr) 4 Credits	IANIETP1101 Matte Painting (Theory + Practical) (4Cr) 4 Credits	IANIGE1101 Introduction to Perspective and Shading (Pr) (2Cr) 2 Credits	IANIVC1101 Clay Modeling (Practical) (2 Cr) 2 Credits	AECENG1101 (2Cr) IKSXXX1101 (2Cr) 4 Credits	CCC (2Cr) (NCC/NSS/SPT/CLS/HWS/YGE/FIT) (2 Cr) 2 Credits	22	44
	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	AECXXX1151 (2Cr) (Hin, Mar, Kan, Pal, Urd, San, etc) VECCOI1151 (2Cr) Constitution of India 4 Credits	CCC (2Cr) (NCC/NSS/SPT/CLS/HWS/YGE/FIT) (2 Cr) 2 Credits	22	

	Cum. Cr.	08	08	08	04	04	08	04	44	
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Exitoption: UG Certificate in Opt1, Opt2 and Opt3 on completion of 44 credits and additional 4 credits from NSQF/Internship									
2 (5.0)	III	IANICTP1201 3DBG Designing (Theory + Practical) (4 Cr) IANICTP1202 Character Modeling (Theory + Practical) (4 Cr) 8 Credits	IANIMP1201 2D Film Making (Theory + Practical) (4Cr) 4 Credits	---	IANIGE1201 History of Animation (Th) (2Cr) 2 Credits	IANIVC1201 Presentation Skills (Pr) (2Cr) 2Credits	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)) (2Cr) 2 Credits	22
	IV	IANICTP1251 Character Rigging (Theory + Practical) (4Cr) IANICTP1252 Animation (Theory + Practical) (4Cr) 8 Credits	IANIMT1251A Animation Principal (Theory + Practical) (4Cr) 4 Credits	---	IANIGE1251 Packaging Design (Th) (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 6 Credits	-	22
	Cum. Cr.	24	16	08	08	6+2=08	22	02	44
Exitoption: UG Diploma in Major <u>DSC</u> and Minor <u>DSM</u> on completion of 88 credits and additional 4 credits NSQF/ Internship in <u>DSC</u>									

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3 (5.5)	V	IANICTP1301 Web Design (Theory + Practical) (4Cr) IANICTP1302 Video Editing (Theory+ Practical) (4Cr) IANICP1303 Roto Art (Pr) (2 Cr) 10 Credits	IANIEP1 301 3D Animated short flim (Pr) 4 Credits	IANIMTP1301 Advance Lightening &Texturing (Theory+ Practical) (4 Cr) 4 Credits	---	----	IANIVC1301 Basic Spoken English 2Credits	----	IANIFP1301 2 Credits	22	
	VI	IANICTP1351 Film Layer Compositing Based (Theory + Practical) (4 Cr) IANICTP1352 Node Based Compositing (Theory + Practical) (4Cr) IANICP1351E- Commerce(2Cr) (Pr) 10 Credits	IANIETP 1351 Motion Graphic (Theory+ Practical) (4Cr) 4 Credits	IANIMP1351 Advance Spoken English (Pr)(4r) 4 Credits	----	---	----	----	IANIOJ1351 4 Credits	22	
	Cum. Cr.	48+8=56		12	08	08	6+8=14	22	12	44	132

Exitoption: BachelorofInterdisciplinarywithMajorinDSCandMinorin 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) 14Credits	IANIEP 1401 Graphic Portfolio (Pr) (2Cr) IANIEP 1402 Open Source of Blender (Pr) (2Cr) 4Credits	IANIRM1401 Research Methodology 4Credits		--	--	--	--	22
	VIII	IANICTP1451 Match moving (Theory + Practical) (4Cr) IANICP1452 Shot Finalization(4Cr) IANICTP1453 UI/UX Design (Theory + Practical) (4Cr) IANICP1454VFX Demo reel(Pr) (2Cr) 14Credits	IANIEP1 451 Blogging Portfolio (Pr) 4Credits	--		--	--	--	IANIOJ1451 4 Credits	22
	Cum Cr	Honours:76+16=92		12+ RM04	08	08	(V-08+S-06) 14	(AEC-16+VEC-4 +IKS-2)22	(CC-04+FP/CS- 04+OJT-04+OJT4)	44

								16		176
Exitoption: 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) 10Credits	IANIETP 1401 Fundamental of AI (Theory+ Practical) 4Credits	IANIRM1401 Research Methodology 4Credits		--	--	--	IANIRP1401 Research Project (4Cr) 4 Credits	22
	VIII	IANICTP14512d and3DCompositing (Theory+ Practical) (4Cr) IANICTP1452 Final Editing VFX (Theory + Practical) (4Cr) IANICT1453VFX Demoreel 10Credits	IANIETP 1451 Advance Web Development (Theory+ Practical) 4Credits	--		--	--	--	IANIRP1451 Research Project (8Cr) 8 Credits	22
Exitoption: Bachelor of Interdisciplinary with Major in DSC (With Research) and Minor in DSM										44
Total Credits	Major–68+16=84			12+RM04	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/DisciplineSpecificCore(Major)
 2. **DSE:**Department/DisciplineSpecificElective(Major)
 3. **DSM:**DisciplineSpecificMinor
 4. **GE/OE:**Generic/OpenElective
 5. **VSEC:**VocationalSkill andSkillEnhancement Course
 6. **VSC:** Vocational Skill Courses
 7. **SEC:**SkillEnhancement Courses
 8. **AEC:**AbilityEnhancement courses
 9. **MIL:**ModernIndianlanguages
 - 10.**IKS:** Indian Knowledge System
 - 11.**VEC:**Value Education Courses
 - 12.**OJT:**On JobTraining: (Internship/Apprenticeship)
 - 13.**FP:** FieldProjects
 - 14.**CEP:**CommunityEngagementandService
 - 15.**CC:**Co-CurricularCourses
 - 16.**RM:**ResearchMethodology
 - 17.**RP:**ResearchProject/Dissertation
-



**Swami Ramanand Teerth Marathwada University,
Nanded**

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 awarded
- 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 subjects 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 Major
- 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, IKSa

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SwamiRamanand TeerthMarathwadaUniversity,Nanded

AssigningCodestotheCoursesAlphanumeric,TENCharacterCodingAAAAAXXXX

1) First(A)LetterindicateFaculty:H–HumanitiesS–Science;C–Commerce,&Management, **I**–Interdisciplinary Studies and**D**–Distance / Externalmode.

2) NextThreeLetters(XXX)indicatesSubject(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**–MinorPractical, **ET**–ElectiveTheory,**EP**–ElectivePractical,**FP**–FieldProject,**FW**–FieldWork, **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) SeventhCharacterorFirstNumberindicatestheCentre(**1**-forAffiliatedcolleges,**2**-MainCampus,**3**-ModelDegree College,**4**- Sub-centreLatur,**5**- Sub-centreParbhani)

5) EighthCharacteror secondnumber indicate -YearofStudy.E.g.**1**-First year,**2**- Secondyear.etc.

6) LastTwoNumbersindicateCourse Number

e.g.**IEDUCT1101**–FacultyofInterdisciplinaryStudies (**I**)Education(**EDU**)subjectCoreTheory(**CT**)Course offered in First Semester in affiliated colleges (**1101**)

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



Swami Ramanand Teerth Marathwada University, 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.)	Detail of Major/Minor Course (M)	
		CODE	Title of the Course
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

Basket 3: Generic/Open Elective course (GE)

		CODE	Title of the Course
Sem I	BOSin XXX	IANIGE1101	Introduction to Perspective and Shading (Pr)
Sem II	BOSin 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	Detail of Second Language (L2)	
		CODE	Title of the Course (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	----- ----- ----- -----



**Swami Ramanand Teerth Marathwada University,
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Basket 4: Languages (AEC and MIL) (Each of 02 Credits for Sem. I and II)



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Faculty of Interdisciplinary Studies

Basket5: Indian Knowledge System(02 Credits)

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

Semester	DetailsofElective Course(s)	
	CODE	Titleofthe Corse
SemesterI	IKSXXX1101	-----

semester I)



**Swami Ramanand Teerth Marathwada University,
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Faculty of Interdisciplinary Studies**

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

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

Semester	Detail of Elective Course (CC)	
	CODE	
Semester I	CCCNSS1101 CCCNCC1101 CCCUL1101 CCCSPO1101 CCCYOG1101 CCCFIT1101 etc	Semester I
Semester II	CCCNSS1151 CCCNCC1151 CCCUL1151 CCCSPO1151 CCCYOG1151 CCCFIT1151 etc	Semester II



Swami Ramanand Teerth Marathwada University, Nanded
Faculty of Interdisciplinary Studies

Major in Animation
Under Graduate First Year Programme, Semester I (Level 4.5) Teaching Scheme

	Course Code	Course Name	Credits Assigned			Teaching Scheme (Hrs./ week 1Hrs.=60M.)	
			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	02		02	03	
Indian Knowledge System (IKS)	IKSXXX1101	Select from Basket 5	02		02	03	

Co-curricular Courses/Community Engagement Services (CC)(Basket6)	-	-	-	02	02	--	04
Total Credits			10	12	22	15	24



Swami Ramanand Teerth Marathwada University, Nanded

Faculty of Interdisciplinary Studies

Major in Animation

Under Graduate First Year Programme, Semester II (Level 4.5) Teaching

Scheme

	Course Code	Course Name	Credits Assigned			Teaching Scheme (Hrs./ week 1Hrs.=60M.)	
			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	Language	02		02	06	
Value Education Course (VEC)	VECCOI1151	Constitution of India	02		02	03	

Co-curricular Courses/Community Engagement Services (CC)(Basket6)	-	-	-	02	02	-	-
Total Credits			16	08	22	23	12



Swami Ramanand Teerth Marathwada University, Nanded
Faculty of Interdisciplinary Studies

Major in Animation
Under Graduate Second Year Programme, Semester III (Level 4.5 Examination Scheme)

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

Subject (1)	Course Code (2)	Course Name (3)	Credits Assigned			Teaching Scheme (Hrs./ week 1Hrs.=60M.)	
			Theory	Practical	Total	Theory	Practical
Optional 1,2,3	IANICT+P1201 IANICT+P1202 IANIMP1201	3D BG Designing (Theory +Practical) Character Modeling (Theory +Practical) 2D Film Making(Pr)	02+02+02	02+02+02	12	09	12
Generic Electives	IANIGE1201	History of Animation (Pr)	-	02	02	--	04

Vocational & Skill Enhancement Course		Presentation Skills		02	02		04
Ability Enhancement Course /Languages		Compulsory English / Language	02+02		04	06	-
Value Education Course (VEC)		-	-	-	-	-	-
Co-curricular Courses/Community Engagement Services (CC)(Basket6)	-	-	-	02	02	-	04
Total Credits			10	12	22	15	24



Swami Ramanand Teerth Marathwada University, Nanded

Faculty of Interdisciplinary Studies

Major in Animation

Under Graduate First Year Programme, Semester IV (Level 4.5) Teaching

Scheme

	Course Code	Course Name	Credits Assigned			Teaching Scheme (Hrs./ week 1Hrs.=60M.)	
			Theory	Practical	Total	Theory	Practical
Optional 1,2,3	IANICT+P1151 IANICT+P1252 IANIMT1251	Character Rigging (Theory + Practical) (4Cr) Animation (Theory+ Practical) (4Cr) 8 Credits Animation Principal (Theory + Practical)	02+02+02	02+02+02	12	09	12
Generic Electives	IANIGE1251	Packaging Design (Pr)	-	02	02	-	04
Vocational & Skill Enhancement Course	IANIVC 1251	Soft Skills (Pr)	-	02	02	-	04
Ability Enhancement Course/ Languages	AECXXX1151	Compulsory English / Language	02+02		04	06	

Value Education Course (VEC)	VECEVS1251	Environmental Studies	02		02	03	
Co-curricular Courses/Community Engagement Services (CC)(Basket6)	-	-	-	-	-	-	-
Total Credits			12	10	22	23	12



Swami Ramanand Teerth Marathwada University, Nanded
Faculty of Interdisciplinary Studies

Major in Animation
Under Graduate Second Year Programme, Semester III (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 Col. (7+8+9) (10)
			Continuous Assessment (CA)			Avg of (4+5+6) (7)	ESE	ESE	
			Test I (4)	Assignment ,Presentation, viva, quiz, open book(5)	Attendance (6)		Total (8)	Total (9)	
Optional 1,2,3	IANICT+P1201 IANICT+P1202 IANIMP1201	3D BG Designing (Theory + Practical)	10	06	04	20	30	50	100
		Character Modeling (Theory + Practical)							
		2D Film Making (Pr)							
Generic Electives	IANIGE1201	History of Animation (Th)	-	-	-	-	-	50	50

Vocational & Skill Enhancement Course	IANIVC1201	Presentation Skills(Pr)	-	-	-	-	-	50	50
Ability Enhancement Course /Languages	AECENG1201 AECXXX1201	Compulsory English / Language	10	06	04	20	30		50
Indian Knowledge System (IKS)	IKSXXX1101	Select from Basket 5	-	-	-	-	-	-	-
Co-curricular Courses/Community Engagement Services (CC)(Basket 6)	CCCXXX1201 HIANIFP1201	-							50
			--	--	--	--	--		

Swami Ramanand Teerth Marathwada University, Nanded
Faculty of Interdisciplinary Studies Major in Animation
Under Graduate Second Year Programme, Semester IV (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 Col (7+8+9) (10)
			Continuous Assessment (CA)				ESE	ESE	
			Test I (4)	Assignment ,Presentation, viva, quiz, open book(5)	Attendance (6)	Avg of (4+5+6) (7)	Total (8)	Total (9)	
Optional 1,2,3	IANICTP1251 IANICTP1252 IANIMT1251	Character Rigging (Theory+ Practical) (4Cr) Animation (Theory+ Practical) Animation Principal (Th)	10	06	04	20	30	50	100
Generic Electives	IANIGE1251	Packaging Design(Pr)	-	-	-	-	-	50	50
Vocational & Skill Enhancement Course	IANIVC1251	Soft Skills (Pr) (2Cr)	-	-	-	-	-	50	50
Ability Enhancement Course/ Languages	AECENG1251 AECXXX1251	Compulsory English / Language	10	06	04	20	30		50
Value Education Course (VEC)	VECEVS1151	Environmental	-	-	-	-	-	-	50

		Studies							
Co-curricular Courses/Community Engagement Services (CC) (Basket 6)	CCCXXX1251	Any one of NCC/ NSS /Sports/ Culture /Health Wellness /Yoga Education / Fitness	-	-	-	-	-	-	-
			--	--	--	--	--		



Swami Ramanand Teerth Marathwada University, Nanded
Faculty of Interdisciplinary Studies

Major in Animation

Under Graduate Third Year Programme, Semester V (Level 4.5) Teaching Scheme

	Course Code	Course Name	Credits Assigned			Teaching Scheme (Hrs./ week 1Hrs.=60M.)	
			Theory	Practical	Total	Theory	Practical
Optional 1,2,3	IANICT+P1301 IANICT+P 1302 IANIMT+P1301	Web Design (Theory + Practical) Video Editing (Theory+ Practical) Advance Lightening & Texturing (Theory + Practical)	02+02+02	02+02+02	12	09	12

	IANICP 1303	Roto Art (practical)		02	02		04
	IANIEP1301	3D Animated Short Film (practical)		04	04		08
Generic Electives	--	--	-	--	--	-	--
Vocational & Skill Enhancement Course	IANIVC1301	Basic Spoken English		02	02		04
Ability Enhancement Course /Languages	-	-	-		-	-	
Indian Knowledge System (IKS)	-	-	-		-	-	
Co-curricular Courses/Community Engagement Services (CC)(Basket6)	IANIFP1301	-	-	02	02	--	04
Total Credits			06	16	22	09	32



Swami Ramanand Teerth Marathwada University, Nanded
Faculty of Interdisciplinary Studies
Major in Animation
Under Graduate Third Year Programme, Semester VI
(Level 4.5) Teaching Scheme

	CourseCode	CourseName	CreditsAssigned			TeachingScheme (Hrs./ week 1Hrs.=60M.)	
			Theory	Practical	Total	Theory	Practical
Optional1,2,3	IANICT+P1351 IANICT+P1352 IANIET+P1351	Film Layer Compositing Based (Theory + Practical) Node Based Compositing (Theory + Practical) Motion Graphic(Theory + Practical)	02+02+02	02+02+02	12	09	12
	IANICP1353	E-Commerce(Practical)		02	02		04
	IANIMP 1351	Advance Spoken English (Practical)		04	04		08

Generic Electives	-	-	-	-	-	-	-
Vocational & Skill Enhancement Course			-	-	-	-	-
Ability Enhancement Course/ Languages	-	-	-		-	-	
Value Education Course (VEC)	-	-	-		-	-	-
Co-curricular Courses/Community Engagement Services (CC)(Basket6)	IANIOJ 1351	-	-	04	04	-	08
Total Credits			06	16	22	09	22

Swami Ramanand Teerth Marathwada University, Nanded

Faculty of Interdisciplinary Studies Major in Animation

Under Graduate Third Year Programme, Semester V (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 Col (7+8+9) (10)
			Continuous Assessment (CA)			Avg of (4+5+6) (7)	ESE	ESE	
			Test I (4)	Assignment ,Presentation, viva, quiz, open book(5)	Attendance (6)		Total (8)	Total (9)	
Optional 1,2,3	IANICT+P1301 IANICT+P 1302 IANIMT+P 1301 IANICP 1303 IANIEP1301	Web Design (Theory + Practical) Video Editing (Theory+ Practical) Advance Lightening & Texturing (Theory + Practical)	10	06	04	20	30	50	100
		Roto Art (Practical)						50	50

		3D Animated Short Film (Practical)						100	100
Generic Electives	--	--	-	-	-	-	-	-	-
Vocational & Skill Enhancement Course	IANIVC1301	Basic Spoken English	-	-	-	-	-	50	50
Ability Enhancement Course/ Languages	-	-	-	-	-	-	-		-
Value Education Course (VEC)	-	-	-	-	-	-	-	-	-
Co-curricular Courses/Community Engagement Services (CC) (Basket 6)	IANIEP1301	-	-	-	-	-	-	50	50
			--	--	--	--	--		

Swami Ramanand Teerth Marathwada University, Nanded
Faculty of Interdisciplinary Studies Major in Animation
Under Graduate Third Year Programme, Semester VI (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 Col (7+8+9) (10)
			Continuous Assessment (CA)				ESE	ESE	
			Test I (4)	Assignment ,Presentation, viva, quiz, open book(5)	Attendance (6)	Avg of (4+5+6) (7)	Total (8)	Total (9)	
Optional 1,2,3	IANICT+P1351 IANICT+P1352 IANIET+P1351	Film Layer Compositing Based (Theory + Practical) Node Based Compositing (Theory + Practical)	10	06	04	20	30	50	100

		Motion Graphic(Theory + Practical)							
	IANICP1353	E-Commerce (Practical)						50	50
	IANIMP 1351	Advance Spoken English(Practical)						100	100
Generic Electives	-	-	-	-	-	-	-	-	-
Vocational & Skill Enhancement Course	-	-	-	-	-	-	-	-	-
Ability Enhancement Course/ Languages	-	-	-	-	-	-	-		-
Value Education Course (VEC)	-	-	-	-	-	-	-	-	-
Co-curricular Courses/Community Engagement Services (CC) (Basket 6)	IANIOJ 1351	-	-	-	-	-	-	100	100
			--	--	--	--	--		

SEMESTER –V

IANICTP1301: Web Design *(Optional 1) Curriculum Details*

Credits – 04

Mark – 100

Periods – 84

Th and Pr

Course pre-requisite:

Basic Computer Knowledge

Course objectives:

To understand fundamental concepts, principles, and technologies of web design.

To develop skills in designing and structuring modern, responsive web pages using HTML and CSS.

To introduce learners to content management systems like WordPress for rapid website development.

To explore the use of AI tools in modern web design and development workflows.

To enable students to design, develop, and deploy interactive and dynamic websites.

Course outcomes:

Understand how the web works and apply design principles in website creation.

Create structured web pages using HTML and style them using CSS.

Develop responsive and user-friendly web interfaces.

Build and manage websites using WordPress.

Utilize AI tools for web design, content generation, and layout optimization.

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

ModuleNo.	Topic	Hrs. Requir ed to cover
-----------	-------	----------------------------------

		the contents
1.0		
Fundamentals of Web Design	Introduction to web design concepts, understanding how the web works, client-server architecture, and website lifecycle. Steps involved in designing a website including planning, wireframing, and layout design. Overview of UI/UX principles and usability.	15
2.0		
HTML Structuring Web Pages	Introduction to HTML elements, attributes, and document structure. Creating and validating HTML documents using DOCTYPE. Working with text, links, images, tables, forms, multimedia, and semantic elements.	15
3.0		
CSS – Styling and Layout Design	Understanding CSS syntax, selectors, and types of CSS integration. Working with colors, backgrounds, fonts, box model, and layouts. Creating responsive designs	18
4.0		
WordPress Website Development	Introduction to WordPress as a CMS. Installing and setting up WordPress, understanding themes and plugins. Creating pages, posts, menus, and customizing layouts. Managing content and basic SEO practices within WordPress.	20
5.0		
Web Design with AI & Website Deployment	Introduction to AI tools for web design (layout generation, content writing, image creation). Using AI for faster prototyping and design enhancement. Basics of domain, hosting, FTP setup, website uploading, SEO fundamentals, and Google Analytics overview.	16
	Total	84

Practical List:

- Create a basic HTML webpage with headings, paragraphs, and links.
- Design a webpage using images, tables, and lists.
- Develop a form with input fields and validation basics.
- Apply CSS styling to web pages (colors, fonts, layout).
- Create a responsive layout using CSS (basic flexbox).
- Build a multi-page static website using HTML & CSS.
- Install and set up a WordPress website locally/online.
- Customize a WordPress theme and create pages/posts.
- Install and use plugins in WordPress.

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

- Use AI tools to generate website content and layout ideas.
- Upload a website using FTP.
- Implement basic SEO techniques and analyze site performance.

Software:

Visual Studio Code / Notepad++

Web Browser (Chrome, Firefox)

WordPress

FTP Client (FileZilla or similar)

AI Tools (e.g., ChatGPT, AI website builders)

Text Books:

- *Developing Web Applications* – Ralph Moseley & M. T. Savaliya, Wiley India
- *Web Technologies (Black Book)* – Dreamtech Press
- *HTML5 Black Book* – Dreamtech Press
- *Web Design* – Joel Sklar, Cengage Learning
- *Internet and World Wide Web: How to Program* – P. J. Deitel & H. M. Deitel,

Career Options: Website Designer

IANICTP1302: Video Editing (Optional1) Curriculum Details

Credits–04

Mark–100

Periods–84

Th. And Pr.

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

Course pre-requisite:

- Basic Computer Knowledge

Course objectives:

- After completing this course, students will be familiar with a typical work-flow for creating videos.
- Students will gain understanding of techniques and technical specifications of common high quality videos.

Course outcomes:

1. Technical Skills

- Software proficiency: Adobe Premiere Pro,
- Editing techniques: Cutting, trimming, transitions, layering, color correction, audio syncing, and visual effects.
- File management: Organizing raw footage, managing timelines, and exporting in multiple formats for different platforms.

2. Creative & Storytelling Abilities

- Visual storytelling: Structuring narratives, pacing, and emotional impact through editing.
- Design principles: Understanding composition, typography, and motion graphics.
- Sound design: Integrating music, voiceovers, and sound effects for immersive experiences.

3. Professional Portfolio Development

- Project-based learning: Courses often require learners to complete short films,

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

ModuleNo.	Topic	Hrs. Required to cover
-----------	-------	------------------------------

		the contents
1.0		
Introduction	Software introduction, Basic skills for handling the selected software,	15
2.0		
Interface and tools	Creating a New Project, Editing and Changing Projects, Timeline, Working with footages, Selection tool. Rate stretch tool. Slidetool, Cut tool, Track Selection tool etc.	20
3.0		
Titles	Adding text, lower-thirds, and credits. Creating intro/outro sequences, Text animation	18
4.0		
Working with Effects And Transitions	Working with various preinstalled effects and using transitions on footages	15
5.0		
Color correction	LUT usage and cinematic grading Matching shots for consistency Creative looks for different genres	16
	Total	84

Practical List:

- Short Videos for reels and promos
- Documentary Or Short film
-

Software: Adobe Premier Pro

Text Books:

- The Technique of Film Editing – Karel Reisz & Gavin Millar
- Adobe Premiere Pro Classroom in a Book – Maxim Jago
- The Technique of Video Editing- Ken Dancyg

Career Options:

- Roles: Video editor, content creator, post-production specialist, YouTube/Instagram editor.
- - Industries: Film production houses, advertising agencies, OTT platforms, corporate communications, and freelance markets.
- - Freelance potential: Many graduates immediately start offering editing services online or locally.

IANICP1303: Rotos Art (Optional 1) Curriculum Details

Credits–02

Mark–50

Periods–42

Pr.

Course pre-requisite:

- Basic Computer Knowledge, Photoshop, After Effects

Course objectives:

After completing this course, students will be create roto shapes and animation from a varies of raw footages. recognize and define common roto techniques

Course outcomes:

Stereo Roto: Outcomes include the ability to rotoscope for 3D conversion (stereo) movies, ensuring depth consistency between left and right eyes.

Digital Paint & Reconstruction: Proficiency in Auto-Paint and Clone tools to remove trackers, wires, or skin blemishes across moving shots.

Morphing & Warping: Using Silhouette’s powerful warping engine to subtly change the shape of objects or fix perspective issues.

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

ModuleNo.	Topic	Hrs. Required to cover the contents
1.0		
Fundamentals & UI	The Silhouette Workspace: Navigating the node-based interface vs. the layer-based Object List. Spline Theory: Differences between Bézier, X-Splines, and B-Splines; knowing when to use each.	15
2.0		
tracking & Automation	Point Tracking: Using the 1-point and 2-point trackers for simple translations and rotations. Integrated Mocha Planar Tracking: Mastering the Mocha engine inside Silhouette to track surfaces. Perspective & Sheer: Handling complex surface deformations and "off-screen" tracking.	17
3.0		
Advanced Articulation	Human Anatomy for Roto: Breaking down characters into logical "sub-shapes" (upper arm, lower arm, joint overlap). The "Joint" Strategy: Using the pivot point and transform tools to handle rotating limbs. Hair & Fine Detail: Strategies for high-frequency edges and semi-transparent elements.	10
	Total	42

Practical List:

- Roto

Software: Silhoutte

Text Books:

Rotoscoping roto: how to ues roto software Silhouette vfx powerful software tool
by Kindle Edition

Career Options:

Roto Artist
Stereo Conversion Artist
Freelance roto Artist

IANIEP1301: 3D Animated short Film (Optional 1) Curriculum Details

Credits – 04

Mark – 100

Periods – 84

Pr

Course pre-requisite:

- Basic Computer Knowledge

Course objectives:

- After completing this course, students will be familiar with a typical work-flow for creating 3D art assets in a modern game engine.
- Students will gain understanding of techniques and technical specifications of common high quality Model used in Film and Games today.

Course outcomes:

- Inform project development through the analysis of character designs, styles, commercial genres, technical approaches and workflows in supporting project material
- Show technical aptitude and efficiency in three-dimensional modeling by applying best practice techniques to the construction of a three-dimensional character base mesh
- Design the surface complexities and details of a three-dimensional character model through the application of digital sculpting tools and techniques to a base mesh
- Construct the appearance and reduce the surface complexity of a three-dimensional character model through the application of digital painting tools and techniques
- Use design and technical processes within a three-dimensional computer environment to present a fully resolved and audience appropriate three-dimensional character model

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

Module No.	Topic	Hrs. Required to cover
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		the contents
1.0		
Introduction	3D interface, Basic skills for handling the selected software like transforming objects, Object properties, Hierarchies, Pivots Etc.	15
2.0		
Interface	Creating a New Project, Editing and Changing Projects, File References	15
3.0		
Tools Of Modeling	Polygon Vertices, Polygon Edges, Polygon Faces, Working with Smooth Polygons, Understanding NURBS, Understanding Curves, Understanding NURBS Surfaces Surface Seams, NURBS Display Controls.	18
4.0		
The Process Of 3D Character Creation	Male or female anatomy. Body Structure - Proportion and construction of body parts (Torso, Face, Eyes, Nose, Ears, Mouth, Hand, Feet etc	20
5.0		
Sculpting Polygons	Soft Select Tool, Sculpting Polygons.	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: Autodesk Maya

Text Books:

- How to Draw What You See: Rudy De Reyna
- Figure Study Made Easy: Aditya Chari
- Figure Drawing Without a Model: Ron Tiner

Career Options:

- In film and television production there are jobs for Modeling.
- The games industry is a big employer, and for any major game title, more than half of the production budget will go on art production

IANIMTP1301: Advance lighting and Texturing (Optional1)Curriculum Details

Credits–04

Mark–100

Periods–84

Th and Pr

Course pre-requisite:

- Basic Computer Literacy
- Comfort with operating systems, file management, and installing software.
- Fundamentals of 3D Graphics
- Understanding of polygons, meshes, vertices, edges, and faces.
- Introductory Maya Knowledge
- Familiarity with Maya's interface, navigation tools, and basic modeling.

Course objectives:

Understand Core Concepts

Develop Technical Proficiency

Master Artistic Skills

Integrate Texturing & Lighting

Course outcomes:

- Technical Mastery
- Artistic Competence
- Integration & Workflow
- Industry Readiness

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

ModuleNo.	Topic	Hrs. Required to cover
		the contents
1.0		
Introduction	Introduction to surfaces and materials Understanding shaders and textures Basics of UV mapping and surface parameterization Types of materials in Maya	15
2.0		
Texture Creation & Mapping	Applying texture maps: diffuse, bump, normal, displacement, specular Texture resolution and optimization Transparency and shadow maps Sky maps and environment textures	15
3.0		
Advanced Texturing Techniques	image-based textures Multi-layered shading networks Case studies: character, environment, and prop texturing	18
4.0		
Lighting Techniques	Three-point lighting setup Lighting flat objects and semi-outdoor scenes Layered lighting approaches Advanced lighting techniques (global illumination, HDRI lighting)	20
5.0		
Rendering & Integration	Render setup and types (hardware, software, Arnold, RenderMan) Render layers and passes Rendering outputs and compositing basics Integration of textures and lighting for realism	16
	Total	84

Practical List:

- Create prop model
- Create environmental scene
- Texture basic object
- Texture unwrapping

Software: Autodesk Maya

Text Books:

Advanced Maya Texturing and Lighting – Lee Lanier

Maya Professional Tips and Techniques – Lee Lanier

Texturing and Modeling: A Procedural Approach – David S. Ebert et al.

Career Options:

1. Texture Artist
2. Lighting Artist
3. Look Development Artist
4. Shading/Surfacing Artist
5. Environment Artist

IANIVC1301: Basic Spoken English (VEC) Curriculum Details

Credits – 02

Mark – 50

Periods –42

Pr

Course pre-requisite:

- Basic language Knowledge

Course objectives:

- Develop confidence in speaking English.
- Improve pronunciation and vocabulary.
- Build everyday communication skills.
- Prepare students for interviews and workplace communication.

Enhance presentation and public speaking skills

Course outcomes:

- Inform project development through the analysis of character designs, styles, commercial genres, technical approaches and workflows in supporting project material
- Show technical aptitude and efficiency in three-dimensional modeling by applying best practice techniques to the construction of a three-dimensional character base mesh
- Design the surface complexities and details of a three-dimensional character model through the application of digital sculpting tools and techniques to a base mesh
- Construct the appearance and reduce the surface complexity of a three-dimensional character model through the application of digital painting tools and techniques
- Use design and technical processes within a three-dimensional computer environment to present a fully resolved and audience appropriate three-dimensional character model

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

Module No.	Topic	Hrs. Required to cover
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		the contents
1.0		
Basics of Spoken English	Importance of Spoken English Greetings and Introductions Self and Family Introduction Basic Sentence Patterns Everyday Vocabulary	10
2.0		
Everyday Communication	Asking and Giving Information Shopping, Travel and Banking Conversations Telephone and Online Communication Asking for Directions Classroom and Office Communication Role Play Activities Unit III: Grammar for Speaking (10 Hours) Parts of Speech (Brief) Present, Past and Future Tenses Question Formation Modal Verbs Common Errors in Speaking	16
3.0		
Personality & Workplace Communication	Group Discussion Public Speaking Presentation Skills Interview Skills Email and Professional Conversation Workplace Etiquette	06
4.0		
Practical Activities	Daily Conversation Practice Picture Description Storytelling Debate and Extempore Pair and Group Activities Mock Interviews Final Viva-Voce	10
	Total	42

Practical List:

- Conversation Practice
- Role Plays
- Group Discussions
- Audio-Visual Learning
- Language Games
- Presentation Practice

Text Books:

- English Conversation Practice – Grant Taylor
- Better English Pronunciation – J.D. O'Connor
- Essential English Grammar – Raymond Murphy
- Communication Skills – Sanjay Kumar & Pushp Lata
- Oxford Guide to Effective Speaking

Career Options:

- Customer Service Executive
- Receptionist / Front Office Executive
- Telecaller / BPO Executive
- Sales & Retail Executive
- Office / Administrative Assistant
- Hotel & Hospitality Staff
- Travel & Tourism Executive
- Data Entry / Computer Operator
- Digital Marketing Assistant
- Freelancer / Self-employed

SEMESTER–VI

IANICTP1351: Film Layer Based Compositing (*Optional 1*) Curriculum Details

Credits–04

Mark–100

Periods–84

Th.and Pr.

Course pre-requisite:

- Basic Computer Knowledge, Photoshop, Premier Pro

Course objectives:

After completing this course, students will be create imaginary compositions from a varies of raw footages. recognize and define common compositing techniques

Course outcomes:

1. Compositing

Layer-Based Workflow: Mastery in arranging, blending, and managing multiple layers to create complex scenes.

Chroma Keying: Removing green/blue screens and integrating subjects into new backgrounds. Rotoscoping & Masking: Selective rotoscoping to extract subjects from backgrounds and creating custom masks for VFX. Set Extensions: Extending scenes using matte painting and 3D camera tracking.

2. Tracking & 3D Environment

3D Camera Tracking: Analyzing 2D footage to add 3D elements that match the original camera movement.

Stabilization: Stabilizing shaky footage to make it usable in a film.

3D Space Manipulation: Working with 3D layers, cameras, and lighting to add depth.

3. Color Grading & Finishing

Color Correction: Restoring original colors or adjusting them for continuity across shots.

Look Development: Applying specific color tones to generate a cinematic "look and feel".

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

Module No.	Topic	Hrs. Required to cover
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		The contents
1.0		
Interface, Project Setup, and Basics Introduction to AE	Understanding the workspace and panels (Project, Composition, Timeline, Effects & Presets).Workflow: Creating projects and compositions (settings, frame rates, resolution).Importing Assets: Importing footage, images, Organizing layers, layer types, and using the toolbar.	15
2.0		
Fundamentals of Animation and Key frames	Transform Properties: Animating Position, Scale, Rotation, Opacity, and Anchor Point. Keyframing: Creating keyframes,	15
3.0		
Motion Graphics, Text, and Shape Layers	Shape Layers: Creating and animating vector shapes using stroke, fill, and repeaters.Text Animation: Creating text, text animation presets, and using text animators.Masking and Matte: Using the Pen Tool for masks, feathering	18
4.0		
VFX, Compositing, and Motion Tracking Effects & Presets	Applying and customizing built-in effects (glow, blurs, color correction).Green Screen/Keying: Removing backgrounds using Keylight and color correction. Motion Tracking: 1-point and 2-point tracking to attach text/images to moving footage. Rotoscoping: Using the Roto Brush tool to isolate subjects.	20
5.0		
3D Space, Advanced Techniques, and Rendering	3D Camera Tracking: Analyzing 2D footage to add 3D elements that match the original camera movement. Stabilization: Stabilizing shaky footage to make it usable in a film. 3D Space Manipulation: Working with 3D layers, cameras, and lighting to add depth.	16
	Total	84

Practical List:

- Compositing Shots
- Black And White to Color Shot
- Tracking Shots
-

Software: Adobe After Effects

Text Books:

- Adobe After Effects Classroom in a Book (Latest Release) by Lisa Fridsma & Brie Gynchild
- Compositing Visual Effects in After Effects by Lee Lanier
- Adobe After Effects CC Visual Effects and Compositing Studio Techniques by Mark Christiansen

Career Options:

Graduates often fill roles such as Visual Effects (VFX) Artists, Compositors, Freelance Video Editor etc.

IANICTP1352: Node Based Compositing (Optional 1) Curriculum Details

Credits–04

Mark–100

Periods–84

Th.and Pr.

Course pre-requisite:

- Basic Computer Knowledge, Photoshop, After Effects, Autodesk Maya

Course objectives:

After completing this course, students will be able to create imaginary compositions from a variety of raw footages, recognize and define common compositing techniques

Course outcomes:

- 1. Compositing
 - Layer-Based Workflow: Mastery in arranging, blending, and managing multiple layers to create complex scenes.
 - Chroma Keying: Removing green/blue screens and integrating subjects into new backgrounds.
 - Rotoscoping & Masking: Selective rotoscoping to extract subjects from backgrounds and creating custom masks for VFX.
 - Set Extensions: Extending scenes using matte painting and 3D camera tracking.
- 2. Tracking & 3D Environment
 - 3D Camera Tracking: Analyzing 2D footage to add 3D elements that match the original camera movement.
 - 3D Space Manipulation: Working with 3D layers, cameras, and lighting to add depth.
- 3. Color Grading & Finishing
 - Color Correction: Restoring original colors or adjusting them for continuity across shots.
 - Look Development: Applying specific color tones to generate a cinematic "look and feel".

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

ModuleNo.	Topic	Hrs. Required to cover
		the contents
1.0		
Interface & Core Workflow	The Node Graph: Understanding top-down data flow vs. layer-based timelines. Essential Nodes: Mastering Read, Write, Viewer, Merge (A over B), and Constant. Project Settings: Managing resolutions, frame rates, and proxy modes.	15
2.0		
Rotoscoping & 2D Tracking	Roto Techniques: Creating efficient splines, motion blur settings,. 2D Tracking: One-point, two-point, and four-point tracking for screen replacements.	10
3.0		
Advanced Keying (Green/Blue Screen)	Primary Keyers: Practical usage of Keylight, Primatte, and Ultimatte. IBK (Image Based Keyer): Mastering the IBKColor and IBKGizmo for fine hair and transparent edges. Key Mixing: Combining multiple "garbage mattes" and "core keys" for a final result.	18
4.0		
3D Workspace & Camera Tracking	3D Environment: Navigating the 3D viewer, lights, cameras, and geometry. 3D Camera Tracking: Solving a 3D camera from 2D footage to place objects in 3D space. Projection Mapping: Projecting 2D images onto 3D cards or geometry for set extensions.	23
5.0		
CG Multi-Pass Compositing	Rebuilding a beauty render using Diffuse, Specular, Refraction, and AO passes. Relighting: Using Normal and Position passes to change lighting after the render is finished. Deep Compositing: Managing data for perfect depth-of-field and complex overlapping elements.	18
	Total	84

Practical List:

- Compositing Using Tracking
- Projections
- 3D Compositing
- Scene Creating
-

Software: Nuke

Text Books:

- The Art and Science of Digital Compositing by Ron Brinkmann
- Digital Compositing for Film and Video: Production Workflows and Techniques by Steve Wright

Career Options:

Junior/Senior Compositor
Roto & Paint Artist

IANICP1353: E-Commerce (Optional 1) Curriculum Details

Credits–02

Mark–50

Periods–42

Pr

Course pre-requisite:

- Basic Computer Knowledge
- Basic Internet Usage
- Fundamentals of Web Design (HTML/CSS – optional)
- Basic understanding of WordPress (recommended)
- Awareness of AI tools (optional but beneficial)

Course objectives:

- To understand the concepts and working of E-Commerce systems
- To develop skills in designing E-Commerce websites using WordPress
- To implement WooCommerce for building complete online stores
- To integrate payment gateways, product management, and order systems
- To enable students to design, develop, and deploy a live E-Commerce website

Course outcomes:

- Understand E-Commerce business models and workflows
- Develop and manage E-Commerce websites using WordPress and WooCommerce
- Add and manage products, categories, orders, and customers
- Integrate online payment systems (UPI, Razorpay, etc.)
- Use AI tools for product content, images, and marketing strategies
- Optimize E-Commerce websites using SEO techniques
- Deploy and maintain a live online store

Curriculum Details:(There shall be FOUR Module sin each course)

Module No.	Topic	Hrs. Required to cover
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		the contents
1.0		
Fundamentals of E-Commerce & Web Design	Introduction to E-Commerce (B2B, B2C, C2C models), E-Commerce website structure and workflow, Basics of UI/UX for online stores, Website planning, wireframing, and layout design, Customer journey (Home → Product → Cart → Checkout), Overview of CMS and WordPress	10
2.0		
WordPress Website Development	Introduction to WordPress as a CMS, Installing and setting up WordPress (Local & Live), Understanding themes and plugins, Creating pages, posts, and menus, Customizing layouts and design, Managing content and basic SEO practices within WordPress	10
3.0		
WooCommerce Development	Introduction to WooCommerce, Installation and configuration, Creating products (Simple, Variable, Digital), Product categories and attributes, Cart and Checkout system, Order management system, Coupons, discounts, and offers, Shipping and tax settings.	10
4.0		
Payment Integration, SEO & Store Management	Payment Gateway Integration (UPI, Razorpay, etc.), Order tracking and email notifications, Customer account management, Invoice and billing system, SEO for E-Commerce websites, Performance optimization and security basics, Google Analytics overview	06
5.0		
AI in E-Commerce & Website Deployment	Introduction to AI in E-Commerce, AI tools for product description (content generation), AI tools for image creation (banners, product images), AI chatbot for customer interaction, AI-based marketing (ads, captions, email content), Prompt writing techniques Final Project: Live E-Commerce Website Development.	06
Total		42

Practical List:

- Install WordPress (Local and Live)
- Apply and customize an E-Commerce theme
- Install and configure WooCommerce
- Create and manage product listings (minimum 10 products)
- Setup product categories and attributes
- Configure Cart and Checkout process
- Integrate Payment Gateway (Razorpay/UPI)
- Setup shipping and tax options
- Generate product descriptions using AI tools
- Create banners and ads using AI tools
- Apply SEO techniques using plugins
- Simulate order placement and management

- Deploy website on live server

Software: Wordpress

Text Books:

- E-Commerce: A Managerial Perspective – Turban et al.
- HTML & CSS: Design and Build Websites – Jon Duckett
- Learning Web Design – Jennifer Niederst Robbins
- WordPress & Woo Commerce Documentation
- Digital Marketing – Pearson Publications

Career Options:

- E-Commerce Developer
- WordPress Developer
- Web Designer
- Online Store Manager
- Digital Marketing Executive
- AI-based Content Creator
- Freelancer (E-Commerce Website Development)
- Entrepreneur (Own Online Store / Dropshipping Business)

IANIETP1351: Motion graphics (Optional 2) Curriculum Details

Credits–04

Mark–100

Periods–84

Th. and Pr.

Course pre-requisite:

- Basic Computer Knowledge, Photoshop, Premier Pro

Course objectives:

After completing this course, students will be create imaginary compositions from a varies of raw footages. recognize and define common compositing techniques

Course outcomes:

Core Animation Principles: Mastering easing, timing to create smooth motion.

After Effects Proficiency: Navigating the workspace, managing layers, utilizing the timeline, and importing assets from Illustrator.

Motion Graphics Creation: Developing kinetic typography, logo animations, infographics, and motion posters.

Visual Effects & Compositing: Applying masking, rotoscoping, chroma keying (green screen), blending modes, and 3D space tracking.

Workflow Optimization: Using expressions for faster results, optimizing render settings, and managing project assets.

Project-Based Expertise: Creating polished, portfolio-ready content for advertising, TV, and social media platforms.

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

Module No.	Topic	Hrs. Required to cover by Content
1.0		
Introduction, Interface, and Foundational Setup	Interface Overview: Panels, workspaces, and timeline navigation. Project Setup: Compositions, resolution, frame rates, and pixel aspect ratios. Asset Management: Importing footage, images, and audio, and organizing the Project Panel. Core Layer Properties: Understanding Anchor Point, Position, Scale, Rotation, and Opacity.	15
2.0		
Keyframing and Animation Fundamentals The	focus is on mastering movement, timing, and making animations smooth. Keyframes & The Graph Editor: Speed graph vs. Value graph for professional easing. Parenting and Pre-Composing: Linking layers and organizing complex projects. Motion Blur & Timing: Enhancing realism in motion.	15
3.0		
Shape Layers and Motion Graphics	This module focuses on creating, animating, and stylizing custom shapes. Shape Layers: Creating paths, parametric shapes vs. Bezier paths. Trim Paths: Animating strokes and path drawing	18
4.0		
Typography and Masking	This module covers working with text and isolating areas for special effects. Text Animation: Text layers, character panels, and text animator groups. Text Presets: Using built-in animation presets for faster	20
5.0		
Effects, and Final Rendering	The final module introduces, effects, and exporting for the web. 3D Layers & Camera: Introduction to 3D space, Z-depth, and lighting. Essential Effects: Applying blurs, glows, color correction, and stylize effects. Rendering & Exporting: Using the Render Queue and Adobe Media Encoder. Final Project: Delivering a final motion graphic	16
Total		84

PracticalList:

- Logo and Branding Project
- Infographics
- Motion Graphics Advertisement
-

Software: Adobe After Effects

TextBooks:

- Adobe After Effects Classroom in a Book (Latest Release) by Lisa Fridsma & Brie Gyncild
- Compositing Visual Effects in After Effects by Lee Lanier
- Adobe After Effects CC Visual Effects and Compositing Studio Techniques by Mark Christiansen

Career Options:

Graduates often fill roles such as Motion Graphics Designer, Compositors, Freelance Video Editor, Content Creator etc.

IANIMP1351: Advance Spoken English *Curriculum Details*

Credits – 04

Mark – 100

Periods –84

Pr

Course pre-requisite:

- Basic language Knowledge

Course objectives:

- Develop confidence in speaking English.
- Improve pronunciation and vocabulary.
- Build everyday communication skills.
- Prepare students for interviews and workplace communication.

Enhance presentation and public speaking skills

Course outcomes:

- Develop professional and fluent spoken English.
- Improve presentation, interview, and workplace communication skills.
- Enhance critical thinking, leadership, and public speaking.
- Prepare students for placements, higher education, and entrepreneurship.
- After successful completion of the course, students will be able to:
- Communicate fluently in academic and professional settings.

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

Module No.	Topic	Hrs. Required to cover
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		the contents
1.0		
Advanced Communication Skills	Fluency and Confidence Building Pronunciation, Stress and Intonation Advanced Vocabulary and Idiomatic Expressions Active Listening and Response Skills Cross-cultural Communication	15
2.0		
Professional Communication	Business Conversations Email and Telephone Etiquette Meeting and Conference Communication Client Interaction Workplace Communication and Team Collaboration	15
3.0		
Public Speaking & Presentation	Speech Preparation Extempore Speaking Storytelling Techniques PowerPoint Presentation Skills Body Language and Voice Modulation	14
4.0		
Career Development Skills	Resume Introduction and Self-Presentation HR and Technical Interview Practice Group Discussion Debate and Panel Discussion Leadership and Problem-Solving Activities	20
5.0		
Practical Communication Lab	Role Plays Mock Meetings Case Study Discussions Product Presentation News Reading and Analysis Podcast or Video Presentation Final Viva and Speaking Assessment	20
	Total	84

Practical List:

- Conversation Practice
- Role Plays

- Group Discussions
- Audio-Visual Learning
- Language Games
- Presentation Practice

Text Books:

- English Conversation Practice – Grant Taylor
- Better English Pronunciation – J.D. O'Connor
- Essential English Grammar – Raymond Murphy
- Communication Skills – Sanjay Kumar & Pushp Lata
- Oxford Guide to Effective Speaking

Career Options:

- Customer Service Executive
- Receptionist / Front Office Executive
- Telecaller / BPO Executive
- Sales & Retail Executive
- Office / Administrative Assistant
- Hotel & Hospitality Staff
- Travel & Tourism Executive
- Data Entry / Computer Operator
- Digital Marketing Assistant
- Freelancer / Self-employed