



St. Xavier's College, Ranchi

Syllabus

(Under Choice Based Credit System)

w.e.f.

(Academic Year-2025-28)

Department of Vocational & Management Studies

Bachelor of Arts (B.A) Honours Programme

Animation & Interior Design

✓ Amee 14/11/25

✓ D. J. 14/11/25

✓ Hellis 14.11.2025

✓ Ron 14/11/25

✓ M. D. Royal 14/11/2025

✓ Farrah 14/11/25

✓ J. 14/11/25

✓ A. 14.11.2025

✓ Farah 14/11/25

DEPARTMENT OF ANIMATION AND INTERIOR DESIGN

ST. XAVIER'S COLLEGE

(An Autonomous College, affiliated to Ranchi University)
RANCHI-834001, JHARKHAND

Tel: 0651-2214 301, 2214935, Ext-136

Fax: 0651-2207 672

E-Mail:



Resolution

A Meeting of the Board of Studies of Department of Animation and Interior Design was held today in order to review the syllabus of the UG Course offered by it.

The BoS took the following resolutions and forwarded the same for the approval of the Academic Council:

1. In Sem VI, Paper 613 (CC13), Understanding of Material available in the market including floor materials such marbles and tiles, be included.
2. In DSE3 (Sem VI), Architectural Walkthrough, a detail study regarding models and camera panning, be included.
3. In Sem II, Paper C203, in Advanced 2D Animation Design, creating basic animations of objects be included.

~~Resd
14/11/25
B. C. S.
14/11/25~~ *Resd
14/11/25* *14/11/2025*

S. Kiro
14.11.2025
Dr Santosh Kumar Kiro
Chairman of the BoS
Dept of Animation and Interior Design

14/11/25 / ~~Chairman U.D.~~
14/11/2025

MDRi98
14/11/2025

DEPARTMENT OF ANIMATION AND INTERIOR DESIGN

ST. XAVIER'S COLLEGE

(An Autonomous College, affiliated to Ranchi University)
RANCHI-834001, JHARKHAND

Tel: 0651-2214 301, 2214935, Ext-136

Fax: 0651-2207 672

E-Mail:



Members of Board of Studies of CBCS Undergraduate Syllabus as per Guidelines of the Ranchi University, Ranchi.

Dated:- 14/11/2025

SL.NO	NAME OF THE BOARD STUDIES MEMBER	SIGNATURE
1	Dr. Santosh Kumar Kiro, (Chairperson)	<i>S. Kiro</i> 14.11.2025
2	Anuj Kumar, RU Representative	<i>Anuj</i> 14.11.
3	Md. Rashid Iqbal Siddique, (Member)	<i>Md. R. Iqbal</i> 14.11.2025
4	Ms. Nandini Sinha, (Member)	<i>Nandini</i> 14.11.2025
5	Mr. Pankaj Gupta (Member)	<i>Pankaj</i> 14.11.2025
6	Ms. Komal Gakhar (Member)	<i>Komal</i> 14.11.25
7	Mr. Yameen Urfi (Member)	<i>Yameen Urfi</i> 14.11.25
8	Mr. Sumit Ritesh Kullu (Member)	<i>Sumit</i> 14.11.25
9	Mr. Ajay Anukaran Tirkey (Member)	<i>Ajay</i> 14.11.25
10	Md. Riyaz Qureshi (Member)	<i>Md. Riyaz</i> 14.11.2025
11	Mr. Kumar Sumveg (Member)	<i>Kumar</i> 14.11.25
12	Mr. Jogendra Karmali (Alumni)	<i>Jogendra Karmali</i> 14.11.25

COURSES OF STUDY FOR UNDERGRADUATE
'B.A. in Animation & Interior Design Hons' PROGRAMME

Table AI-2 Subject Combinations allowed for B.A. in Animation & Interior Design Hons. Programme (164 Credits)

Honours/Core Subject CC 14 Papers	Discipline Specific Elective Subject DSES 4 Papers	Skill Enhancement Course SEC 2 Papers	Compulsory Course AECC 1+1=2 Papers
B.A. in Animation & Interior Design	B.A. in Animation & Interior Design Specific	SEC in B.A. in Animation & Interior Design	Language Communication + EVS

Table AI-2.1 Semester wise Examination Structure for Mid Sem & End Sem Examinations:

Sem	Core Honours, Allied DSE, Compulsory AECC Courses			
	Code	Papers	Mid Semester Theory cum Practical (F.M.)	End Semester Theory cum Practical
I	C1	Image Editing With Photoshop	25	(F.M.) 75
	C2	Basics of 2D Animation	25	75
	GE1A	Refer Table AI-2.3 of the Syllabus of Subject opted	---	100/ (75)
	GE1B	Refer Table AI-2.3 of the Syllabus of Subject opted	---	100/ (75)
II	AECC	Language Communication +T	---	100
	C3	Advance 2D Animation & Designing	25	75
	C4	3D Modeling & Texturing With Autodesk Maya	25	75
	GE2A	Refer Table AI-2.3 of the Syllabus of Subject opted	---	100/ (75)
	GE2B	Refer Table AI-2.3 of the Syllabus of Subject opted	---	100/ (75)
III	AECC	Environmental Studies +T	---	100
	C5	3D Lighting & Rendering With Autodesk Maya	25	75
	C6	Rigging With Autodesk Maya	25	75
	C7	2D Computer Aided Architectural Drafting with AutoCAD	25	75
	GE3A	Refer Table AI-2.3 of the Syllabus of Subject opted	---	100/ (75)
	GE3B	Refer Table AI-2.3 of the Syllabus of Subject opted	---	100/ (75)
IV	SEC 1	3D Sculpting with Z-Brush		50
	C8	3D Modeling With Autodesk 3DS Max	25	75
	C9	Motion Graphics With After Effects	25	75
	C10	Advance 2D & 3D Computer Aided Architectural Drafting with AutoCAD	25	75
	GE4A	Refer Table AI-2.3 of the Syllabus of Subject opted	---	100/ (75)
	GE4B	Refer Table AI-2.3 of the Syllabus of Subject opted	---	100/ (75)
	SEC 2	Stop Motion Animation		50
V	C11	3D Texturing, Lighting & Rendering with Autodesk 3DS Max	25	75
	C12	Animation with Autodesk Maya	25	75
	DSE 1	Visual effects with Autodesk Maya		100
	DSE 2	Interior and Exterior design Visualization		100
VI	C13	Advance visual Effects with Autodesk 3DS Max	25	75
	C14	Compositing Process	25	75
	DSE 3	Architectural Walkthrough and On-Job Training		100
	DSE 4	3D Portfolio		100

Karmal 14/11/25 ~~Karmal~~ 14/11/25
Karmal 14/11/25

De
Groot

Karl
Wulff

MD-Ryan
14/11/2023

molst ~~14-10-29~~
J. A. 14-11-29 29

✓ 4.1

Contents

S.No.

1 Distribution of 164 Credits

2

3 Course structure for **B.A IN ANIMATION AND INTERIOR DESIGN**
(Hons. Programme)

4 Semester wise Examination Structure for Mid Sem.& End Sem. Examinations

5 Generic Elective Combinations allowed for Course structure for B.A. IN
ANIMATION AND INTERIOR DESIGN (Hons. Programme)Course (Refer Table
AI-2.4

SEMESTER I

- 5 I. Ability Enhancement Compulsory Course (AECC)
- 6 II. Generic Elective (GE 1A)
- 7 III. Generic Elective (GE 1B)
- 8 III. Core Course –C 1
- 9 IV. Core Course- C 2

SEMESTER II

- 10 I. Environmental Studies (EVS)
- 11 II. Generic Elective (GE 2A)
- 12 III. Generic Elective (GE 2B)
- 13 III. Core Course –C 3
- 14 IV. Core Course- C 4

SEMESTER III

- 15 I. Skill Enhancement Course (SEC 1)
- 16 II. Generic Elective (GE 3A)
- 17 III. Generic Elective (GE 3B)
- 18 III. Core Course –C 5
- 19 IV. Core Course- C 6
- 20 V. Core Course- C 7

20 V. Core Course- C 7

Farman 14/11/25

Amran 14/11/25

Shahrukh 14/11/25

Rehman 14/11/25

Ronal 14/11/25

MD Rofaq 14/11/2025

Asif 14/11/25

MD. F 14-11-25

Parvez 14-11-2025

Farhan 14/11/25

SEMESTER IV

- 21 I. Skill Enhancement Course (SEC 2)
- 22 II. Generic Elective (GE 4A)
- 23 III. Generic Elective (GE 4B)
- 24 III. Core Course -C 8
- 25 IV. Core Course- C 9
- 26 V. Core Course- C 10

SEMESTER V

SEMESTER V

27 I. Discipline Specific Elective (DSE 1A/ B/)

28 II. Discipline Specific Elective (DSE 2A/ B/)

29 III. Core Course –C 11

30 IV. Core Course- C 12

SEMESTER VI

- 31 I. Discipline Specific Elective (DSE 3A/ B/)
- 32 II. Discipline Specific Elective (DSE 4)
- 33 III. Core Course –C 13
- 34 IV. Core Course- C 14

MARKS DISTRIBUTION FOR EXAMINATIONS

Marks Distribution of Mid & End Semester Theory Examinations

35 Marks Distribution of Practical Examinations
36 Format of Question Paper for Mid Sem Examination of 25 Marks
37 Format of Question Paper for End Sem Examination of 75 Marks

Table AI-1.1: Course structure for B.Sc./ B.A./ B.Com./B.Voc. (Hons. Programme)

Semester	Honours (Core Courses) 14 Papers	Allied (Elective Courses) 8 Papers	Ability Enhancement (Compulsory Courses) 4 Papers	Total Credits
Sem-I	C-1, C-2 (6+6=12 Credits)	GE-1A, GE-1B (6+6=12 Credits)	English Comm./Hindi Comm. (02 Credits)	26 Credits
Sem-II	C-3, C-4 (6+6=12 Credits)	GE-2A, GE-2B (6+6=12 Credits)	EVS (02 Credits)	26 Credits
Sem-III	C-5, C-6, C-7 (6+6+6=18 Credits)	GE-3A, GE-3B (6+6=12 Credits)	SEC-1 (02 Credits)	32 Credits
Sem-IV	C-8, C-9, C-10 (6+6+6=18 Credits)	GE-4A, GE-4B (6+6=12 Credits)	SEC-2 (02 Credits)	32 Credits
Sem-V	C-11, C-12 (6+6=12 Credits)	DSE-1, DSE-2 (6+6=12 Credits)		24 Credits
Sem-VI	C-13, C-14 (6+6=12 Credits)	DSE-3, DSE-4 (6+6=12 Credits)		24 Credits
Total = 164 Credits				

nd/f
14-11-25
Gurbet
14-11-2025

Dr
14/11/25
Karl
14/11/25
H.S
14/11/25

Ameen
14/11/25
Sukh
14/11/2025
MD.Rifaz
14/11/2025

Karmale
14/11/25

Ay
14/11

Farhat
14/11/25

Table AI-2 Subject Combinations allowed for B.A. IN ANIMATION AND INTERIOR DESIGN (Hons) Programme (164 Credits)

100% Programmatic (104 Credits)			
Honours/Core Subject CC 14 Papers	Discipline Specific Elective Subject DSES 4 Papers	Skill Enhancement Course SEC 2 Papers	Compulsory Course AECC 1+1=2 Papers
B.A. IN ANIMATION AND INTERIOR DESIGN	B.A. IN ANIMATION AND INTERIOR DESIGN Specific	SEC in B.A. IN ANIMATION AND INTERIOR DESIGN	Language Communication + EVS

Table AI-2.1 Semester wise Examination Structure for Mid Sem & End Sem Examinations:

Sem	Core Honours, Allied DSE, Compulsory AECC Courses		Examination Structure	
	Code	Papers	Mid Semester Theory/Practical (F.M.)	End Semester Theory/Practical (F.M.)
I	C1	Image Editing with Photoshop	25	75
	C2	Basics of 2D Animation	25	75
	GE1A	Refer Table AI-2.3 of the Syllabus of Subject opted	25	(75)
	GE1B	Refer Table AI-2.3 of the Syllabus of Subject opted	25	(75)
	AECC	Language Communication +T	---	100
II	C3	Advance 2D animation and Designing	25	75
	C4	3D Modeling & Texturing with Autodesk Maya	25	75
	GE2A	Refer Table AI-2.3 of the Syllabus of Subject opted	---	100/ (75)
	GE2B	Refer Table AI-2.3 of the Syllabus of Subject opted	---	100/ (75)
	AECC	Environmental Studies+T	---	100
III	C5	3D Lighting & Rendering with Autodesk Maya	25	75
	C6	Rigging with Autodesk Maya	25	75
	C7	2d Computer Aided Architectural Drafting With AutoCAD	25	75
	GE3A	Refer Table AI-2.3 of the Syllabus of Subject opted	---	100/ (75)
	GE3B	Refer Table AI-2.3 of the Syllabus of Subject opted	---	100/ (75)
	SEC 1	3D Sculpting with ZBrush	---	---
IV	C8	3D Modeling with Autodesk 3DS Max	25	75
	C9	Motion Graphics with After Effects	25	75
	C10	Advance 2D & 3D Computer Aided Architectural Drafting with AutoCAD	25	75
	GE4A	Refer Table AI-2.3 of the Syllabus of Subject opted	---	100/ (75)
	GE4B	Refer Table AI-2.3 of the Syllabus of Subject opted	---	100/ (75)
	SEC 2	Stop Motion Animation	25	75
	C11	3D Texturing, Lighting & Rendering with Autodesk 3DS Max	25	75
V	C12	Animation with Autodesk Maya	25	75
	DSE 1	Visual effects with Autodesk Maya	25	75

Formaldehyde 14/11/25 14/11/25
14/11/25
Formaldehyde 14/11/25
Formaldehyde 14/11/25
MD Ref 92-
14/11/2025
AD 14/11
Gelatine 14/11
Gelatine 14/11-2025

VI	DSE 2	Interior and Exterior design Visualization	25	75
	C13	Interior planning & Execution In Autodesk 3DS MAX	25	75
	C14	Compositing Process	25	75
	DSE 3	Architectural Walkthrough and On-Job Training	25	75
	DSE 4	3D Portfolio	---	---

GE1 & GE2; Any Two Generic Elective Combinations allowed for B.A. IN ANIMATION AND INTERIOR DESIGN (HONS.) COURSE MAY BE OPTED FROM THE LIST GIVEN BELOW:

Table AI-2.2 Allowed Generic Subjects for B.A IN ANIMATION AND INTERIOR DESIGN Hons. Programme (140 + 24 = 164 Credits):

Table AI-2.3: For Student from ARTS background with Practical Subjects &/OR having Economics

S.No. Note: Any One Subject may be opted as GE Subject but only One from S.No.1 and 10 will be allowed, if desired.			
1	Anthropology/Geography/ Psychology/ Home Sc.	7	Mathematics
2	History	8	Hindi
3	Political Science	9	English
4	Sociology	10	Bengali / Urdu / Sanskrit /
5	Economics		Ho / Kharia / Khortha /Kurmali / Kurukh /
6	Philosophy		Mundari / Nagpuri / PanchPargania / Santhali

Dr. Malik
14/11/25

Yousaf
14/11/25

Parvez
14-11-2025

Amreen
14/11/25

Saleem
14-11

MD. Riyaz
14/11/2025

Farhat
14-11-25

Jij
14-11

Kiranak
14/11/25

Table AI-2.4 Generic Subject Papers for B. A. Hons. Programme (140 + 24 = 164 Credits);
All Four Papers of Two allowed Subjects (Table AI-2.3) to be opted:

Generic Elective Subject GE 4 Papers	Generic Elective Courses for Arts Stream (GE will be other than Core Subject opted)			
	Semester I GE1	Semester II GE2	Semester III GE3	Semester IV GE4
Hindi	<i>Kala aur Sahitya +T</i>	<i>Anuvad +T</i>	<i>Sahitya aur Patrakarita +T</i>	<i>Rachnatimak lekhan ki vidhaey +T</i>
English	Academic Writing +T	Language & Linguistics +T	Literature: Poems & Short Stories +T	Language, Literature & Culture +T
Geography	Geomorphology +Lab	Human Geography +Lab	Climatology +Lab	Economic Geography +Lab
History	Environmental Issues in India +T	Making of Contemporary India +T	History of West Asia +T	India and her Neighbours +T
Political Science	An Introduction to Political Theory +T	Indian Govt. and Politics +T	Comparative Govt. and Politics +T	Public Administration +T
Psychology	Introduction of psychology +Lab	Social psychology +Lab	Psychopathology +Lab	Psychological Statistics +Lab
Sociology	Indian Society and Culture +T	Social Movement in India +T	Sociology of Religion +T	Indian Sociological Theories +T
Economics	Principals of Microeconomics +T	Principals of Macroeconomics +T	Indian Economy +T	Money Banking & Public Finance +T
Anthropology	Economic Anthropology +Lab	Political Anthropology +Lab	Anthropology of Religion +Lab	Linguistic Anthropology +Lab
Philosophy	Indian Philosophy-I +T	Indian Philosophy-II +T	Indian Ethics +T	Western Ethics +T
Home Science	Human Nutrition +Lab	Entrepreneurship for small Catering units +Lab	Current concerns in Public Health Nutrition +Lab	Care and Wellbeing in Human Development +Lab

Topic	Code	Full Marks	Pass Marks including Mid Sem	Time	No of questions
EndSem	T60	75	--	3 Hrs	Since the subject is usually practical, examinees would be asked to make One question (Design), out of two options.


 A cluster of handwritten signatures and dates, likely signatures of faculty members, are scattered across the page. The signatures are in blue ink and the dates are in a consistent format. Some signatures are partially obscured by others.

- Yameen Ali 14/11/25
- Dilip 14/11/25
- Yash 14/11/25
- MDR J.R. 14/11/2025
- Parbat 14/11/25
- Karmal 14/11/25
- Shiv 14/11/25
- SAF 14/11/25

Bachelor of Arts (B.A) Honours in
Animation & Interior Design

Course Curriculum

<u>Sem</u>	<u>Course Status & No</u>	<u>Title of the Course</u>	<u>Credit Th+Pr</u>
<i>I</i>	Core-1	<i>Image Editing with Photoshop</i>	<i>1+5</i>
	Core-2	<i>Basics of 2D Animation</i>	<i>1+5</i>
	AECC-1	<i>English Communication</i>	<i>2</i>
	GE-1A	<i>Refer to Table no: AI-2.4 to select Generic Elect</i>	<i>1+5</i>
	GE 1B	<i>Refer to Table no: AI-2.4 to select Generic Elect</i>	
<i>II</i>	Core-3	<i>Advance 2D animation and Designing</i>	<i>1+5</i>
	Core-4	<i>3D Modeling & Texturing with AUTODESK MAYA</i>	<i>1+5</i>
	AECC-2	<i>Environmental Science</i>	<i>2</i>
	GE-2A	<i>Refer to Table no: AI-2.4 to select Generic Elect</i>	<i>1+5</i>
	GE 2B	<i>Refer to Table no: AI-2.4 to select Generic Elect</i>	
<i>III</i>	Core-5	<i>3D Lighting & Rendering with Autodesk Maya</i>	<i>1+5</i>
	Core-6	<i>Rigging with Autodesk Maya</i>	<i>1+5</i>
	Core-7	<i>2D Computer Aided Architectural Drafting with AutoCAD</i>	<i>1+5</i>
	SEC-1	<i>3D Sculpting with ZBrush</i>	<i>2</i>
	GE 3A	<i>Refer to Table no: AI-2.4 to select Generic Elect</i>	<i>1+5</i>
	GE 3B	<i>Refer to Table no: AI-2.4 to select Generic Elect</i>	
<i>IV</i>	Core-8	<i>3D Modeling with Autodesk 3DS Max</i>	<i>1+5</i>
	Core-9	<i>Motion Graphics with After Effects</i>	<i>1+5</i>
	Core-10	<i>Advance 2D & 3D Computer Aided Architectural Drafting with AutoCAD</i>	<i>1+5</i>
	SEC-2	<i>Stop Motion Animation</i>	<i>2</i>
	GE-4A	<i>Refer to Table no: AI-2.4 to select Generic Elect</i>	<i>1+5</i>
	GE 4B	<i>Refer to Table no: AI-2.4 to select Generic Elect</i>	
<i>V</i>	Core-11	<i>3D Texturing, Lighting & Rendering with Autodesk 3DS Max</i>	<i>1+5</i>
	Core-12	<i>Animation with Autodesk Maya</i>	<i>1+5</i>
	DSE-1	<i>Visual effects with Autodesk Maya</i>	<i>1+5</i>
	DSE-2	<i>Interior and Exterior design Visualization</i>	<i>1+5</i>
<i>VI</i>	Core-13	<i>Advance visual Effects with Autodesk 3DS Max</i>	<i>1+5</i>
	Core-14	<i>Compositing Process</i>	<i>1+5</i>
	DSE-3	<i>Architectural Walkthrough and On-Job Training</i>	<i>1+5</i>
	DSE-4	<i>3D Portfolio</i>	<i>1+5</i>

PRACTICAL LECTURES: 100

Unit 1: Photoshop Interface	(5 Lectures)
New Document, Menu Bar, Toolbar, Docking Palette, Canvas, Color Modes	
Unit 2: Tools	(10 Lectures)
Selection, Marquee, Lasso, Quick Selection, Crop, Fill, Dropper	
Unit 3: Working with Layers	(5 Lectures)
Creating and Managing Layers, Multilayered psd files, Transforming Layers, Deleting Layers	
Unit 4: Brushes Properties	(5 Lectures)
Presets, Brush Palette, Brush Tip Shape, Diameter, Flip, Angle, Roundness, Hardness, Spacing, Shape Dynamics, Jitter, Scattering, Texture, Pattern, Dual Brush, Color Dynamics, Creating Custom Brush	
Unit 5: Working with Mask	(10 Lectures)
Method of creating Layer Mask, Quick Mask, Vector Mask, Clip Masking	
Unit 6: Tools for Color Correction	(10 Lectures)
Levels, Curves, Color Balance, Brightness Contrast, Hue Saturation, Histogram, Color Range, Match Color, Replace Color, Invert, Converting from one color mode to another	
Unit 7: Using Gradient	(5 Lectures)
Linear, Radial, Angle, Reflected, Diamond, Custom Gradient, Presets, Creating Depth Fog with Gradient, Metallic Ring with Gradient, Paint Bucket tool	
Unit 8: Working with Blending Modes	(5 Lectures)
Normal, Darken, Multiply, Color Burn, Linear Burn, Lighten, Screen, Color Dodge, Linear Dodge, Overlay, Soft Light, Hard Light, Vivid Light, Linear Light, Pin Light, Difference, Hue, Saturation, Color, Luminosity	
Unit 9: Layer styles	(5 Lectures)
Drop Shadow, Inner Shadow, Outer Glow, Inner Glow, Bevel Emboss, Satin, Color Overlay, Gradient Overlay, Pattern Overlay, Stroke	
Unit 10: Using Cloning Tools	(10 Lectures)
Using Clone, Heal, Patch and Stamp Pattern Tool	
Unit 11: Filter Effects	(5 Lectures)
Blur, Distort, Noise, Pixelate, Sharpen, Stylize, Liquify, Filter Gallery, Smart Filters	
Unit 12: Using Vanishing Point	(5 Lectures)
Replace Designs Based on Vanishing Point	
Unit 13: Creating a Digital Painting	(10 Lectures)
Creating Outline with Photocopy, Blocking, Control Opacity and Flow, Using Screen and Multiply, Adding Color	
Unit 14: Developing a Matte Painting	(10 Lectures)
BG Plate, Perspective, Matching Camera and Light	

Suggested Readings

1. *Adobe Photoshop CC Classroom in a Book* by Adobe Creative Team
2. *Photoshop CC Bible: Lisa DaNae Dayley, Brad Dayley*

Semester I-Bachelor in Arts (Animation & Interior Design)

Core Course II: Basics of 2D Animation

(Credits: Theory-1; Practical-5)

THEORY LECTURES: 20

Unit 1: Principles of Animation

(2 lectures)

Animation Principles, Brief history of Animation

Unit 2: Flash Basics

(1 lectures)

Interface, Flash Document, Reviewing the Interface, Managing the Workspace, Importing Files

Unit 3: Tools in Flash

(2 lectures)

Fundamentals of Shapes, Primitive Tools, Pen, Pencil and Line Tools, Selection Tools, Managing Color and Gradients

Unit 4: Flash Graphics

(3 lectures)

Rectangles, Gradient Filling, Making Selections, Drawing Ovals, Lines, Objects, Masking

Unit 5: Creating Symbols

(2 lectures)

Definition of Symbols, Converting Objects to Symbols, Bitmaps, Buttons, Transparency, Alpha

Unit 6: Content Management

(2 lectures)

New Document Settings & Navigation, Simple Vector Shapes, Curves, Other Drawing Tools, Interaction between Shapes, Groups

Unit 7: Timeline

(2 lectures)

Timeline Basics, Span of Frames, Playhead, Keyframes, Layers, Frame-by-Frame Animation, Onion Skin

Unit 8: Motion Presets

(2 lectures)

Motion Presets, Introduction to Motion Tween, Tween Spans, Custom Presets, Layer Folders, Static Frames

Unit 9: Flash Animation Techniques

(4 lectures)

Slideshow Content, Non-linear Animation, Swapping Objects, Distribute to Layers Command, Timeline Options

Jamshed
14-11-25

Jasmin
14-11-25

Page 5

Darshika
14-11-25

Karl
14-11-25

Aj
14-11-25

MD Rizal
14-11-25

Rahul
14-11-25

Parvez
14-11-25

Parvez
14-11-25

Parvez
14-11-25

PRACTICAL LECTURES: 100

Unit 1: Getting Started

(10 lectures)

Interface, Creating a Flash Document, Creating Shapes, Using the Primitive Tools, Drawing with Pen, Pencil and Line Tools, Editing Shapes, Using the Selection Tools, Managing Color and Gradients, Importing Files

Unit 2: Working with Graphics

(10 lectures)

Creating Rectangles, Using a Gradient Fill, Making Selections, Drawing Ovals, Creating a Simple Animation, Working with Lines, Manipulating Objects, Masking Objects, Testing a Movie

Unit 3: Creating and Editing Symbols

(20 lectures)

Importing Illustrator Files, About Symbols, Converting Objects to Symbols, Importing Bitmap Images, Adding Bitmaps to a Movie Clip Symbol, Working with Buttons, Adding Transparency, and Bouncing Ball animation

Unit 4: Creating & Managing Content

(10 lectures)

Drawing & Selecting Simple Vector Shapes, Drawing Curves with the Pen & Pencil Tools, Exploring Other Drawing Tools, Interaction between Shapes, Grouping Objects.

Unit 5: Working with Timeline

(10 lectures)

Create a Span of Frames & Control the Play head, Creating Key frames, Layers, Insert Blank Key frames & Clear Key frames, Frame-by-Frame Animation, Working with Onion Skin.

Unit 6: Creating a Motion Tween

(20 lectures)

Adding a Motion Tween, Setting Property Keyframes for Scale & Rotation, Creating a Motion Tween from a Shape, Easing Keyframes, Creating a Fade-in by Adjusting the Alpha, Making a Motion Preset

Unit 7: Animation Techniques

(20 lectures)

Working in a Movie Clip Timeline, Animating the First Image in the Slideshow, Using the Distribute to Layers Command, Animation Timing, Creating Scenes using different layers, Short story based animation

Suggested Readings

1. *Adobe Flash Professional CC Classroom in a Book Paperback* by Adobe Creative Team
2. *Adobe Flash Professional CS6 Essentials (Essentials (John Wiley) Paperback* by William Heldman
3. *The Illusion of Life: Disney Animation Hardcover* by Ollie Johnston, Frank Thomas
4. *Cartoon Animation (Collector's Series) Paperback* by Preston Blair
5. *Adobe Flash Professional CS5 Bible Paperback* by Todd Perkins

Semester I-Bachelor in Arts (Animation & Interior Design)

AECC 1- English Communication

Objective: The purpose of this course is to introduce students to the theory, fundamentals and tools of communication and to develop in them vital communication skills which should be integral to personal, social and professional interactions. One of the critical links among human being and an important thread that binds society together is the ability to share thoughts, emotions and ideas through various means of communication: both verbal and non-verbal. In the context of rapid globalization and increasing recognition of social and cultural pluralities, the significance of clear and effective communication has substantially enhanced.

The present course hopes to address some of these aspects through an interactive mode of teaching-learning process and by focusing on various dimensions of communication skills. Some of these are:

Language of communication, various speaking skills such as personal communication, social interactions and communication in professional situation such as interviews, group discussion and office environments, important reading skills as well as writing skills such as report writing, note-taking etc.

While, to an extent, the art of communication is natural to all living beings, in today's world of complexities, it has been acquired some elements of science. It is hoped that after studying this course, student will find a difference in their personal and professional interactions.

The recommended readings given at the end are only suggestive; the students and teachers have the freedom to consult other materials on various suits/topics given below. Similarly, the questions in the examination will be aimed towards assessing the skills learnt by the students rather than the textual content of the recommended books.

1. **Introduction:** Theory of communication, Types and modes of communication.
2. **Language of Communication:** Verbal and non-verbal (Spoken and Written), Personal, Social and Business, Barriers and Strategies, Intra-personal, Inter-personal and Group communication.
3. **Speaking Skills:** Monologue, Dialogue, Group discussion, Effective Communication / Miscommunication, Interview, Public Speech.
4. **Reading and Understanding:** Close reading, Comprehension, Summary Paraphrasing, Analysis and Interpretation, Translation (from Indian language to English and vice-versa), Literary/Knowledge Texts.
5. **Writing Skills:** Documentation, Report Writing, Making notes, Letter writing.

Recommended Books:

1. Fluency in English-Part- II, Oxford University Press 2006.
2. Business English, Pearson, 2008
3. Language, Literature and Creativity, Orient Blackswan, 2013
4. Language through Literature (forthcoming) ed. Dr. Gauri Mishra, Dr. Ranjan Kaul, Dr. Brati Biswas

Semester I-Bachelor in Arts (Animation & Interior Design)

GE I: Pre Production Workflow with CoralDRAW

(Credits: Theory-1; Practical-5)

THEORY LECTURES: 20

Unit 1: Pre-Production

(3 Lectures)

Introduction to Pre Production, Requisites, Workflow

Unit 2: Understanding Perspective

(2 Lectures)

Vanishing Horizons, One Dimension, Two Dimensions, Three Dimensions, One Point

Perspective, Two Point Perspective, Three Point Perspective, Came a Angles

Unit 3: Understanding Gesture

(2 Lectures)

Anatomy, Figure Drawing, Line of Action, Changes in line of action to express attitude, Body Language, Pose Construction, Dynamic and Expressive poses, Balance and Center of Gravity, Motion and Action

Unit 4: Character Development

(2 Lectures)

Types of Characters, Cartoon, Fantasy, Realistic, Anthropomorphic, 2-head Characters, 4-head Characters, 5-head Characters

Unit 5: Script writing

(2 Lectures)

Story Building, Making a Script Visual, Rules of Scriptwriting, Character Appearances, Dialogues, Timing

Unit 6: Storyboard Making

(2 Lectures)

Rules for Storyboarding, Simplify, Focus, Combine characters, Camera Movements, Cut scenes, Pre Viz. and Animatics for Animation

Unit 7: Introduction to Coral DRAW

(2 Lectures)

Interface, Navigation, Selecting and Manipulating Objects, Tools, Text

Unit 8: Designing with CorelDraw

(3 Lectures)

Fundamentals of Designing, Document Settings for Covers, Cards, Book Covers, Brochures, Advertisements, Banner, Web Graphics

Unit 9: Advanced Effects

(2 Lectures)

Printing, Layouts and Layers, Symbols, Clipart, Layers Styles, Templates, Bitmaps, Exporting

Naresh
14/11/25

Shivam
14/11/25

Prashant
14/11/25

Amritpal
14/11/25

Shivam
14/11/25

MD Riaz
14/11/2025

Parth
14/11/25

Parth
14/11/25

Ajinkya
14/11/25

PRACTICAL LECTURES: 100

Unit 1: Types of Strokes on Paper	(2 Lectures)
Vertical and Horizontal, Round and Spiral, Rhythmic and Zigzag, Wave, Circle and Triangles, Rectangle and Squares, Sphere	
Unit 2: Perspective Drawing on Paper	(10 Lectures)
One Point Perspective, Two Point Perspective, Three Point Perspective	
Unit 3: Stick Figure Drawing on Paper	(8 Lectures)
Anatomy, Drawing Stick Figures, Basic Human Proportions, Line of Action, Balance, Pose Construction, Scribbling, Live Sketching	
Unit 4: Character Development on Paper	(5 Lectures)
Drawing types of Characters, Cartoon, Fantasy, Realistic, Anthropomorphic, Character Construction with Basic Shapes, Character Blocking, Character Dynamic Poses	
Unit 5: Model Sheets on Paper	(5 Lectures)
Creating Character Model Sheets, Front view, Side View, Three-fourth view, Aligning	
Unit 6: Traditional Scriptwriting	(5 Lectures)
Building a story and writing a screenplay	
Unit 7: Traditional Storyboarding	(10 Lectures)
Converting a Script into a Visual Storyboard	
Unit 8: Classical Animation on Paper	(15 Lectures)
Sketching using Light Box, Principles of Classical Animation, Bouncing Ball	
Unit 9: Shapes & Graphics in CorelDRAW	(10 Lectures)
Drawing and Shaping Objects, Arranging Objects, Working with Logos & Artistic Text	
Unit 10: Designing with CorelDRAW	(10 Lectures)
Tools for Designing, Design Covers, Cards, Book Covers, Brochures, Advertisements, Banner, Web Graphics	
Unit 11: Advanced Effects in CorelDRAW	(20 Lectures)
Printing, Layouts and Layers, Special Page Layouts, Arranging Objects, Using Symbols and Clipart, Using Layers Styles and Templates, Interactive Effects, Custom Creation Tools, Working With Bitmaps, Exporting Drawings	

Suggested Readings

1. *The Animator's Survival Kit Book* by Richard Williams
2. *Anatomy & Drawing* by Victor Perard
3. *The Art of the Storyboard: A Filmmaker's Introduction*, Second Edition Paperback by John Hart
4. *Storyboard Design Course: Principles, Practice, and Techniques* Paperback by Giuseppe Cristiano
5. *Adventures In The Screen Trade* by William Goldman
6. *CorelDRAW X6 - Official Guide* by Gary David Bouton
7. *Bring it Home with CorelDRAW* by Roger Wanbolt

Yameen Ullah
14/11/25

Dee
14/11/25

Page 9

Afzal
14/11/25

Rehmat
14/11/25

MD. Riyaz
14/11/25

Rehmat
14-11-2025

Rehmat
14-11-25

Semester-II-Bachelor in Arts (Animation & Interior Design)
Core Course III: Advanced 2D Animation and Designing with Adobe FLASH
(Credits: Theory-1; Practical-5)

THEORY LECTURES: 20

Unit 1: Advanced Tools for 2D Animation

(4 lectures)

Fundamentals of Complex Graphics and Animation, Deco Tool, Spray Brush Tool and Bone Tool

Unit 2: Integrating Sound & Video

(2 lectures)

Usage of Adding Media to applications using Sound and Video, Supported Formats of Audio and Video

Unit 3: Digital Conversion Design

(3 lectures)

Background design, Character sheets, Animatics, Story based designs and animation

Unit 4: Introduction to ActionScript

(4 lectures)

Introducing ActionScript, Stop Action, Introduction to Buttons & Setting Button States, Interactive Text Buttons, Introduction to Interactive Programs for Web and Mobile Devices

Unit 5: Code Snippets in Flash

(4 lectures)

Flash Code Snippets, Add to Frame Method, Copy to Clipboard, Options for Advanced Users, Heads Up Display, Modification of Snippets, Multiple snippets uses

Unit 6: Publishing

(3 lectures)

Overview of Flash Publish Settings, Compression in Bitmaps & Sounds, Optimization for Search Engines, Formats for different platforms

Handwritten signatures and dates:

- Top left: *Reema* 14/11/25
- Top center: *Reema* 14/11/25
- Top right: *Reema* 14/11/25
- Middle left: *Yasmin* 14/11/25
- Middle center: *Reema* 14/11/25
- Middle right: *Reema* 14/11/25
- Bottom left: *Reema* 14/11/25
- Bottom right: *Reema* 14/11/25

Bottom center: *M.D. Riyaz* 14/11/2025

PRACTICAL LECTURES: 100

Unit 1: Advanced Tools for 2D Animation

(25 lectures)

Creating Complex Graphics and Animation using Deco Tool, Spray Brush Tool, and Bone Tool

Unit 2: Using Sound & Video

(15 lectures)

Adding Media to applications using Sound and Video, Supported Formats of Audio and Video, Integrating media with file

Unit 3: Digital Conversion Design

(20 lectures)

Background design. Character sheets, Animatics, Story based designs and animation, Animation loops for biped and quadruped, Lips sync

Unit 4: Introduction to ActionScript

(15 lectures)

Introducing ActionScript, Adding a Stop Action, Creating Buttons & Setting Button States, Creating Interactive Text Buttons, Introduction to Interactive Programs for Web and Mobile Devices

Unit 5: Code Snippets in Flash

(20 lectures)

Using Code Snippets, Add to Frame, Copy to Clipboard, Options for Advanced Users, Applying a snippet, Heads Up Display, Modifying snippets, Combining multiple snippets

Unit 6: Publishing

(5 lectures)

Overview of Flash Publish Settings, Compression in Bitmaps & Sounds, Optimization for Search Engines, Formats support and conversions

Suggested Readings

1. *Adobe Flash Professional CS6 Classroom in a Book Paperback* by Adobe Creative Team
2. *Adobe Flash ActionScript 3 Classroom in a Book Paperback* by Adobe Creative Team
3. *Exploring Adobe Flash CS6 Paperback* by Prof. Sham Tickoo , Supriya Mishra
4. *Adobe Flash Professional CS6 Essentials (Essentials (John Wiley))Paperback* by William Heldman
5. *Sketching for Animation: Developing Ideas, Characters and Layouts in Your Sketchbook (Required Reading Range) Paperback* by Peter Parr
6. *Adobe Creative Suite 6 Design and Web Premium All-in-One For Dummies* by Jennifer Smith, Christopher Smith, Fred Gerantabee

Yameen Ullah 14/11/25

Yousaf 14/11/25

Deeksh 14/11/25

md. fahim 14/11/25

Rabib 14/11/25

Jahangir 14/11/25

Aijaz 14/11/25

MD Rizwan 14/11/25

Farzad 14/11/25

Ali 14/11/25

Semester II-Bachelor in Arts (Animation & Interior Design)
Core Course-IV-3D Modeling & Texturing with Autodesk Maya
(Credits: Theory-1; Practical-5)

THEORY LECTURES: 20

Unit 1: Introduction to 3D (1 Lecture)
Properties of 3-Dimensional Objects, Uses,

Unit 2: Modeling and Texturing User Interface (1 Lecture)
Workspace, Menu Bar, Status Line, Shelf, Workspace, Channel Box, Toolbox, Outliner

Unit 3: Modeling Tools (2 Lectures)
Curves, Surface, Polygons, Subdivide, Shaded mode, Wireframe, Transform, Rotate, Scale

Unit 4: NURBS (1 Lecture)
NURBS Primitives, NURBS Attributes, Control Vertex, Isoparm, Surface Point, Surface Patch, Hull, Revolve, Loft, Planar, Extrude, Birail, Bevel

Unit 5: Poly (2 Lecture)
Polygon Primitives, Poly Attributes, Vertex, Edge, Face, Vertex face, Combine, Separate, Mirror, Smooth, Split, Extrude, Chamfer, Merge, Extract, Collapse

Unit 6: Introduction to Shading and Texturing (2 Lectures)
Diffuse, Specularity, Roughness, Reflectivity, Refractivity, Translucency, Self Illumination

Unit 7: Maya Shaders (2 Lectures)
Lambert, Blinn, Anisotropic, Phong, Layered, Use Background

Unit 8: Textures (2 Lectures)
Types of Textures, Bitmap Textures, Procedural Textures, Working with Bump Map and Displacement Map, 2D textures, 3D Textures

Unit 9: Working with Transparency, Reflection and Refraction (2 Lectures)
Creating Glass Material, Ramp, Connection Editor, Sampler Info Utility, Raytrace, Refractive Index

Unit 10: Hypershade (2 Lectures)
Menu Bar, Create, Bin, Work Area, Creating Hypershade Material Workflow, Graph Network, Hierarchy, Hotkeys, Texture Baking

Unit 11: Unwrap (2 Lectures)
UVW Co-ordinate System, UV Texture Editor, Mapping, Planar, Cylindrical, Spherical, Automatic, UV Sets, Snapshot, UTE Tools

Unit 12: Utilities (1 Lecture)
Blend, Bump2D, Condition, Double Switch, hsv to rgb, Luminance, Multiply Divide, Placement, Average, Reverse, Sampler Info,

Yameen Ullah 14/11/25
Dipti 14/11/25
Yousaf 14/11/25
14/11/25
Parvez 14-11-2025
Farrukh 14/11/25
Junker 14/11
MD. Riyaz 14/11/2025
Riaz 14/11
Riaz 14/11/25

PRACTICAL LECTURES: 100

Unit 1: Maya Modeling Interface	(5 Lectures)
<i>Maya Workspace, Using Left, Mid, Right Mouse Buttons for Viewport, Working in Viewport</i>	
Unit 2: NURBS Modeling	(10 Lectures)
<i>Creating a 3D Model using NURBS</i>	
Unit 3: Poly Modeling	(15 Lectures)
<i>Creating an inorganic 3D Model using Poly</i>	
Unit 4: Unwrapping	(10 Lectures)
<i>Unwrapping a 3D Model</i>	
Unit 5: Texturing	(20 Lectures)
<i>Using Hypershade, Texturing an inorganic 3D Model, Creating Glass, Metal, Matte Surfaces, Raytracing Options</i>	
Unit 8: Inorganic Modeling and Texturing	(20 Lectures)
<i>Modeling, Unwrapping and Texturing inorganic characters and props</i>	
Unit 8: Organic Modeling and Texturing	(20 Lectures)
<i>Modeling, Unwrapping and Texturing organic characters</i>	

Suggested Readings

1. *Mastering Autodesk Maya 2014: Autodesk Official Press (Sybex Press Edition)* by Todd Palamar
2. *Introducing Autodesk Maya 2014*
3. *The Art of Maya: An Introduction to 3D Computer Graphics* by T. Hawken

Semester-II- Bachelor in Arts (Animation & Interior Design)

AECC 2-Environmental Science

Credits-Theory 2

Objective: Develop awareness among the students about the necessity and importance of environment for human and its developments.

Unit-1: Introduction to environmental studies

(2 lectures)

(a) Multidisciplinary nature of environmental studies. (b) Scope and importance; Concept of sustainability and sustainable development.

Unit-2: Ecosystems

(6 lectures)

What is ecosystem? Structure and functions of ecosystem; Energy flow in an ecosystem: food chains, food webs and ecological succession. Case studies of the following ecosystems:

(a) Forest ecosystem (b) Grassland ecosystem (c) Desert ecosystem (d) Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries)

Unit-3: Natural Resources: Renewable and Non-renewable Resources:

(8 lectures)

(a) Land resources and land use change; land degradation, soil erosion, desertification. (b) Deforestation: Causes and impacts due to mining, dam building on environment, forests, biodiversity and tribal population. (c) Water: Use and over exploitation of surface and ground water, floods, droughts, conflicts over water (international and inter-state) (d) Energy resources: Renewable and non-renewable energy source, use of alternate energy sources, growing energy needs Case studies.

Unit-4: Biodiversity and Conservation

(8 lectures)

(a) Levels of biological diversity: genetic, species and ecosystem diversity, Biogeographic zones of India, Biodiversity patterns and global biodiversity hot spots. (b) India as a mega-biodiversity nation; Endangered and endemic species of India. (c) Threats to biodiversity: Habitat loss, poaching wildlife, man-wildlife conflicts, biological invasions; Conservation of biodiversity: In-situ and Ex-situ conservation of biodiversity. (d) Ecosystem and biodiversity services: Ecological, economic, social, ethical, aesthetic and Informational value.

Unit-5: Environmental Pollution

(8 lectures)

(a) Environmental pollution: Types, causes, effects and controls of Air, Water, Soil, Noise pollution (b) Nuclear hazards and health risks (c) Solid Wastes Management: Control measures of urban and industrial waste. (d) Pollution case studies

Unit-6: Environmental Policies & Practices

(7 lectures)

(a) Climate change, global warming, ozone's layer depletion, acid rain and impacts on human communities and agriculture. (b) Environment Laws: Environment Protection Act; Air (Prevention & Control of Pollution) Act; Water (Prevention and control of pollution) Act; Wildlife Protection Act; Conservation Act. International agreements: Montreal and Kyoto protocols and Convention on Biological Diversity (CBD). (c) Nature reserves, tribal populations and rights, and human wildlife conflicts in Indian contract.

Unit 7: Human communities and the Environment

(6 lectures)

(a) Human population growth: Impacts on environment, human health and welfare. (b) Resettlement and rehabilitation of project affected persons; case studies. (c) Disaster Management: floods, earthquake, cyclones and landslides. (d) Environmental Ethics: Role of Indian and other religions and cultures in environmental conservation (e) Environmental Communication and public awareness, case studies (e.g., CNG vehicles in Delhi)

Unit 8: Field work

(Equal to 5 lectures)

(a) Visit to an area to document environmental assets: river/forest/flora/fauna, etc. (b) Visit to a local polluted site-Urban/Rural/Industrial/Agricultural (c) Study of common plants, insects, birds and basic principles of Identification (d) Study of simple ecosystem-pond, river, Delhi Ridge, etc.

Recommended Books:

1. Carson, R. 2002. *Silent Spring*. Houghton Mifflin Harcourt.
2. Gadgil M., & Guha R. 1993. *This fissured land: An Ecological History of India*, Univ of California Press
3. Gleeson, B. and Low, N. (eds.) 1999. *Global Ethics and Environment*, London, Routledge
4. Gleick, P.H.1993. *Water in Crisis*. Pacific Institute for Studies in Development, Environment & Security
5. Groom, Martha J., Gary K. Meffe, and Carl Ronald Carroll. *Principles of Conservation Biology*.
6. Grumbine, R. Edward, and Pandit, M.K.2013. *Threats from India's Himalaya dams*. Science, 339: 36-37.
7. McCully, P. 1996. *Rivers no more: the environmental effects of dams* (pp.29-64).Zed Books.
8. McNeill, John R. *Something New Under the Sun: An Environment History of the Twentieth Century*.
9. Odum, E.P., Odum, H.T. & Andrews, J. 1971. *Fundamentals of Ecology*. Philadelphia Saunders.

Semester II-Bachelor in Arts (Animation & Interior Design)

GE II: Audio Editing With Adobe Audition

(Credits: Theory-1; Practical-5)

THEORY LECTURES: 20

Unit 1: Introduction

(1 Lectures)

Workspace, Input & Output Devices, Control Surfaces, Mono, Stereo, Preferences

Unit 2: Panel Properties

(1 Lectures)

Files, Markers, Effects Rack, Diagnostics, Properties, Mixer, Editor, Selection View, Levels

Unit 3: Waveform and Multi track editing

(2 Lectures)

Introduction to Waveform Editing and Multi track Editing, Properties, Tools and Uses of Both

Unit 4: Importing and Recording Audio

(2 Lectures)

Supported File Formats, Importing, Recording, Fundamentals of Multi Track Editing, Audio Extraction, Exporting File Formats, Compression

Unit 5: Audio Editing

(1 Lectures)

Waveform Ranges, Multiple Clipboards, Zero Crossing Points, Amplitude, Loop, Markers, Playlists, Metronome & Tempo

Unit 6: Audio Restoration

(1 Lectures)

Spectral View, Sibilance, Noise Print, Noise Reduction, Hiss and Click Correction in Audio

Unit 7: Introduction to Illustrator

(2 Lectures)

Interface, workspace, types of projects handled, import/export, basics of vector files

Unit 8: Tools

(4 Lectures)

Integration tool panel, menu panel, control panels, library

Unit 9: Designing

(4 Lectures)

Fundamentals of vector designing, layers, groups, vector design

Unit 10: Vector Raster handling

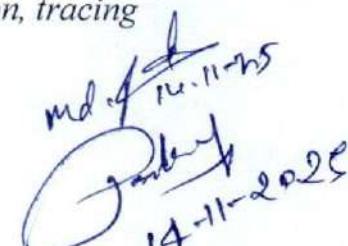
(2 Lectures)

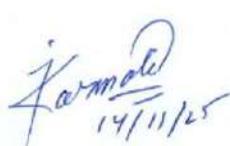
Integrating raster in vector software, raster tools, vector integration, tracing

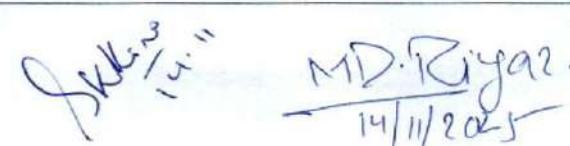

Dr. S. J.
14/11/25


Farheen Umer
14/11/25


Rizwan
14/11/25


Md. Farukh
14/11/2025


Farman
14/11/25


Md. Riyaz.
14/11/2025

PRACTICAL LECTURES: 100

Unit 1: Getting Started

(5 Lectures)

Interface, Setting Input & Output Devices, Working with Control Surfaces

Unit 2: Panels

(5 Lectures)

Files, Markers, Effects Rack, Diagnostics, Properties, Mixer, Editor, Selection View, Levels

Unit 3: Working with Waveform and Multi track editing

(5 Lectures)

Working with Waveform, Multi track Editing, Tools, Working between Waveform & Multi track View, Zooming & Navigating, Snapping

Unit 4: Importing and Recording Audio

(5 Lectures)

Importing Files into the File Panel, Recording Audio in the Waveform Editor, Recording Audio in the Multi track Editor, Inserting Audio Files into Editor, Adding Tracks into a Multi track view, Extracting Audio from an AV File, Exporting an audio

Unit 5: Editing Techniques

(10 Lectures)

Selecting Waveform Ranges, Skip Selection, Crop Command, Using Multiple Clipboards, Utilizing Zero Crossing Points, Snapping, Clip Stretching, Amplitude Adjustments, Fading, Looping

Unit 6: Working with Effects

(10 Lectures)

Introducing the Audio Effects, Applying Reverb Effects, Applying EQ Effects, Correcting Pitch, Amplify Effects, Metronome & Tempo Settings, Matching Volume across Audio Files

Unit 7: Noise Reduction

(5 Lectures)

Using Spectral View, Applying DeEsser Effects for removing Sibilance from audio, Capturing a Noise Print, Noise Reduction Options, Adaptive Noise Reduction, Removing Clicks, Reducing Noise in the Spectral Display

Unit 8: Introduction to Illustrator

(10 Lectures)

Interface, workspace, types of projects handled, import/export, basics of vector files

Unit 9: Tools

(15 Lectures)

Integration tool panel, menu panel, control panels, library

Unit 10: Designing

(25 Lectures)

Fundamentals of vector designing, layers, groups, vector design

Unit 11: Vector Raster handling

(5 Lectures)

Integrating raster in vector software, raster tools, vector integration, tracing

Suggested Readings

1. *Adobe Audition CC Classroom in a Book* By Adobe Creative Team
2. *Audio Editing with Adobe Audition 1st Edition* by Richard Riley

Handwritten signatures and dates:

- Lameen Ullah 14/11/25
- Dr. Riaz 14/11/25
- Farhat 14/11/25
- Aj 14/11/25
- Farhat 14/11/25
- MD Royal 14/11/25
- Farhat 14/11/25
- Farhat 14/11/25
- Farhat 14/11/25
- Farhat 14/11/25

Semester III-Bachelor in Arts (Animation & Interior Design)
Core Course V: 3D Lighting & Rendering with AUTODESK MAYA
(Credits: Theory-1; Practical-5)

THEORY LECTURES: 20

Unit 1: Introduction (2 Lectures)

Physical Properties of Light, Bounce, Decay, Radiosity

Unit 2: Illumination (2 Lectures)

Direct, Angle of Incidence, Indirect Illumination, Scanline and Arnold Illumination Attributes

Unit 3: Three-Point Lighting (2 Lectures)

Key Light, Fill Light, Back Light, Rim Light, Shadow Areas, Intensity and Angle of Each

Unit 4: CG Artificial Lighting (3 Lectures)

Types and Properties of Maya Lights, Ambient, Directional, Point, Spotlight, Area, Volume

Unit 5: Shadows (3 Lectures)

Properties of CG Shadows, Types of Shadows, Shadow Map Introduction and Properties,

Ray Traced Shadow Introduction and Properties

Unit 6: Arnold Renderer (3 Lectures)

Properties of Photon Emission, Light Emission, Indirect illumination, Caustics, Radiosity, Environment

Unit 7: Advanced Lighting (3 Lectures)

Attributes and Uses Direct and indirect illumination, Photon Color, Intensity, Exponent, Caustics, Color Bleeding, Ambient Occlusion, Accuracy, Interpolation, Reflections, Refractions, Max Trace Depth, Overrides

Unit 8: Rendering (2 Lectures)

Managing Render Layers, Creating Render Passes, Render Setup, Renderers, Formats, Batch Render

Yameen Ali
14/11/25

Dr. M. H. M. H. S.
14/11/25

Dr. M. H. M. H. S.
14/11/25

Mr. H. K. K. P. S.
14/11/25

Parvez
14-11-25

Aj. 14... M.R. Rajar
14/11/25

Karmal
14/11/25

Qutub
14/11/25

Parvez
14/11/25

PRACTICAL LECTURES: 100

Unit 1: Maya Lighting Interface	(5 Lectures)
Working with Maya Lights, Properties of Ambient, Point, Spot, Directional, Area and Volume Light	
Unit 2: Interior Lighting	(20 Lectures)
Working with Window Light, Bulb Light, Bounces, Shadows, Occlusion	
Unit 3: Exterior Lighting	(20 Lectures)
Working with Sunlight, Skylight, Dome Setup, Exterior Shadows, Environment Properties	
Unit 4: Day Lighting	(5 Lectures)
Working with Light Recreating Sunlight and Sky Lighting	
Unit 5: Night Lighting	(5 Lectures)
Recreating Moonlight and night Ambience	
Unit 6: Mood Lighting	(5 Lectures)
Lighting a scene to create moods	
Unit 7: Lighting with Arnold	(25 Lectures)
Working with Photon Emission, Light Emission, Introduction to indirect illumination, Caustics, Radiosity, Environment, Arnold HDRI	
Unit 8: Image Based Lighting	(10 Lectures)
High Dynamic Range Images, Properties, Exposure, Gain, Mapping of HDRI, Samples, Ray Depth, Shadow Controls	
Unit 9: Rendering	(5 Lectures)
Creating Render Layers, Rendering various Passes, Batch rendering an animated scene	

Suggested Readings

1. *Mental Ray for Maya, 3ds Max, and XSI: a 3d artist's guide to rendering: introducing autodesk maya 2014* by Boaz Livny
2. *Mastering Autodesk Maya 2014: Autodesk Official Press (Sybex Press Edition)* by Todd Palamar
3. *Introducing Autodesk Maya 2014*
4. *The Art of Maya: An Introduction to 3D Computer Graphics* by T. Hawken

Yannan Wu
14/11/25

Bo of
14/11/25

Paul
14/11/25

Li
14/11/25

Julian
14/11/25

Alvin
14/11/25

MD, K
14-11-25

Parrot
14-11-2025

Farzad
14/11/25

MD, K
14-11-25

Semester III-Bachelor in Arts (Animation & Interior Design)

Core Course VI: 3D Rigging with Autodesk Maya

(Credits: Theory-1; Practical-5)

THEORY LECTURES: 20

Unit 1: Introduction

(2 Lectures)

What is Rigging and Animation, Relevance, Uses, Work Pipeline

Unit 2: Traditional Principles of Animation

(3 Lectures)

Squash and stretch, Anticipation, Staging, Straight Ahead Action and Pose to Pose, Follow Through and Overlapping Action, Slow In and Slow Out, Arc, Secondary Action, Timing, Exaggeration, Solid drawing, Appeal

Unit 3: Graph Editor

(2 Lectures)

Graph Editor Interface, Properties of Curves, Types of Curve, Introduction to Graph Editor Tools

Unit 4: Bone Setup

(2 Lectures)

Introduction to Bones, Joints, Uses, Hierarchy, Parenting

Unit 5: Kinematics

(3 Lectures)

Essentials of Forward Kinematics, Inverse Kinematics, FK-IK Switch

Unit 6: Controllers

(2 Lectures)

Introduction to Controllers, Uses of Controllers in rigging and Animation,

Unit 7: Skinning

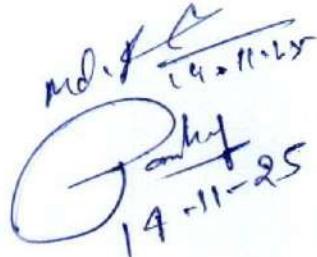
(2 Lectures)

Introduction to Skinning, Process to Skin a 3D Model

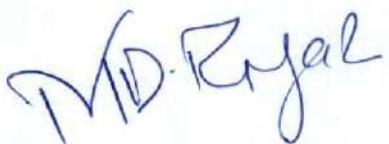

14/11/25


14/11/25


14/11/25


Md. F
14-11-25


Rakesh
14.11


Md. Rajal


Farzal
14/11/25


Rakesh
14.11.25

PRACTICAL LECTURES: 100

Unit 1: Animation Workspace and Tools

(5 Lectures)

Maya Rigging and Animation workspace, Tools for Rigging and Animation, Keyboard Hotkeys, Setting up FPS and Timeline, Preferences

Unit 2: The Bouncing Ball

(5 Lectures)

Animating a Bouncing Ball according to the Principles, Keyframe Animation, Working with Basic Animation Tools

Unit 3: Graph Editor

(5 Lectures)

Working with the Graph Editor, Using Curves, Types of Curves, In Tangents, Out Tangents, Weighted Tangents, Graph Curve Controls for Speed

Unit 4: Pendulum

(5 Lectures)

Parenting Objects, Animating a Pendulum Loop, Pre Infinity, Post Infinity, Oscillate

Unit 5: Setting up Bones

(5 Lectures)

Creating Bones and Joints in a 3D Model, Using Bones and Joints, Rigging Basic Tools

Unit 6: Kinematics

(10 Lectures)

Working with Forward Kinematics, Inverse Kinematics, Creating FK-IK Switch

Unit 7: Controllers

(10 Lectures)

Setting up Controllers, Using Controllers to control the bones and rig, Animating using Controllers

Unit 8: Biped Rig

(20 Lectures)

Creating a Biped Full Body Rig and setting up IK and FK

Unit 9: Skinning

(10 Lectures)

Skinning a 3D Model to the Rig, Using Quick Selection Sets, Adjusting Influence, Paint Weights, Blend Shapes

Suggested Readings

1. Animation Methods - Rigging Made Easy: Rig Your First 3D Character in Maya Paperback by David Rodriguez
2. Mastering Autodesk Maya 2014: Autodesk Official Press (Sybex Press Edition) by Todd Palamar
3. Introducing Autodesk Maya 2014
4. The Art of Maya: An Introduction to 3D Computer Graphics by T. Hawken

Yameen Ullah 14/11/25 *Blow 14/11/25* *md-f 14-11-25*
Farhat 14/11/25 *14/11/25* *Gankit 14-11-2025*
Dr. Afzal 14/11/25 *14/11/25* *MD Royal 14/11/2025*
Farmah 14/11/25 *14/11/25* *Farhat 14/11/25*

Semester III-Bachelor in Arts (Animation & Interior Design)

Core Course VII: 2D Computer Aided Architectural Drafting with AUTOCAD

(Credits: Theory-1; Practical-5)

THEORY LECTURES: 20

Unit 1: Introduction

(3 Lectures)

AutoCAD Workspace, Screen Layout, Command Lines, Navigating Interface

Unit 2: Basic Drawing & Editing Commands

(3 Lectures)

Unit setting, Introduction to Lines, Erasing Objects, Polar Tracking, Rectangles, Circles, Viewing Drawing, Basic Commands for Editing Drawings,

Unit 3: Advanced Drawing

(2 Lectures)

Precision and Accuracy in Drawings, Object Snap, Snap Overrides, Polar Tracking Settings, Object Snap Tracking, Using SNAP and GRID, Grips for Editing

Unit 4: Objects Types

(2 Lectures)

Properties of Arcs, Polylines, Polygons, Ellipses

Unit 5: Object Editing

(2 Lectures)

Essentials of Trimming and Extending, Layers, Stretching, Fillets and Chamfers, Offset, Arrays, Blocks, Concept of Hatching

Unit 6: Using Dimensions

(2 Lectures)

Dimensioning Concepts, Fundamentals of Linear Dimensions, Radial and Angular Dimensions.

Unit 7: Advanced Commands

(2 Lectures)

Express, Parametric, Quick effects, add selective, dimscale etc

Unit 8: Electrical Planning

(2 Lectures)

Creating residential and commercial electrical planning

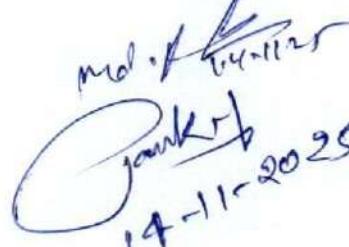
Unit 9: Plumbing Planning

(2 Lectures)

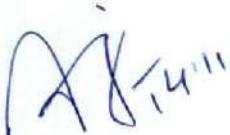
Creating residential and commercial plumbing planning

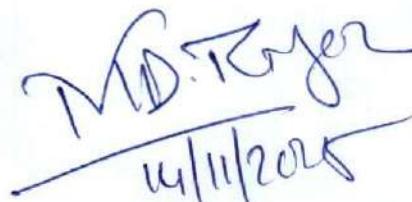

Farheen
14/11/25

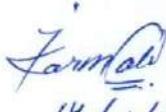

Farheen
14/11/25

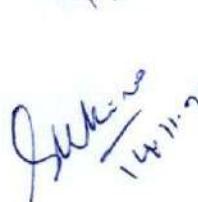

Farheen
14-11-2025


Md. Roger
14/11/2025


Md. Roger
14/11/2025


Md. Roger
14/11/2025


Md. Roger
14/11/25


Md. Roger
14/11/2025


Md. Roger
14/11/25

PRACTICAL LECTURES: 100

Unit 1: Introduction	(5 Lectures)
AutoCAD Interface, Screen Layout, Working with Commands, Opening an Existing Drawing File, Saving, Navigating Workspace	
Unit 2: Objects Types	(5 Lectures)
Drawing Arcs, Drawing Polylines, Editing Polylines, Drawing Polygons, Drawing Ellipses	
Unit 3: Basic Drawing & Editing Commands	(10 Lectures)
Drawing Lines, Erasing Objects, Drawing Lines with Polar Tracking, Drawing Rectangles, Drawing Circles, Viewing Drawing, Undoing and Redoing Actions	
Unit 4: Advanced Drawing	(10 Lectures)
Drawing Precision, Using Object Snap, Object Snap Overrides, Polar Tracking Settings, Object Snap Tracking, Drawing with SNAP and GRID	
Unit 5: Editing Drawings	(10 Lectures)
Selecting Objects for Editing, Moving Objects, Copying Objects, Rotating Objects, Scaling Objects, Mirroring Objects, Editing Objects with Grips	
Unit 6: Layers	(10 Lectures)
Working with Layers, Creating New Drawings with Templates, Layer State, Changing an Object's Layer	
Unit 7: Object Editing	(10 Lectures)
Measuring Objects, Working with Properties, Trimming and Extending, Stretching Objects, Creating Fillets and Chamfers, Offsetting Objects, Creating Arrays of Objects, Blocks, Hatching	
Unit 8: Using Dimensions	(10 Lectures)
Working with Dimensions, Adding Linear Dimensions, Adding Radial and Angular Dimensions, Editing Dimensions, Adding Notes to Your Drawing	
Unit 9: Advanced Commands	(10 Lectures)
Express, Parametric, Quick effects, add selective, dimscale etc	
Unit 10: Electrical Planning	(10 Lectures)
Creating residential and commercial electrical planning	
Unit 11: Plumbing Planning	(10 Lectures)
Creating residential and commercial plumbing planning	

Suggested Readings

1. AutoCAD 2016 and AutoCAD Lt 2016 No Experience Required: Autodesk Official Press Paperback by Donnie Gladfelter
2. AutoCAD 2015 and AutoCAD LT 2015 Essentials: Autodesk Official Press by Scott Onstott
3. AutoCAD 2015 and AutoCAD LT 2015 Bible Paperback by Ellen Finkelstein

Yameen Ali 14/11/25
Ram 14/11/25
Ali 14/11/25
Salah 14/11/25
MD Rajar 14/11/2025
Hamza 14/11/25
Qazi 14/11/25
Page 22
14/11/25
14/11/25

Semester III-Bachelor in Arts (Animation & Interior Design)

SEC I: 3D Sculpting with ZBrush

(Credits: Practical-2)

PRACTICAL LECTURES: 40

Unit 1: Sculpting with Clay (5 Lectures)

Traditional Clay Modeling and Sculpting

Unit 2: Introduction to ZBrush (5 Lectures)

Tools & Interface, Clay Brush, Geometry Resolution, Establishing Structure, Masking,

Using A Knife Tool, Dynamesh

Unit 3: Production Modeling (5 Lectures)

Essence of Design, Topology, Technical best practices, presenting work

Unit 4: Human Anatomy (5 Lectures)

Introduction to Human Anatomy, Skeletal masses, Proportions, Torso, Neck, Shoulder,

Arms, Lower body, Leg, Foot, Tying and Finalizing the Full Figure

Unit 5: Animal Anatomy (5 Lectures)

Creature anatomy overview, Head, Neck, Torso, Legs, Combining anatomy

Unit 6: Texturing with ZBrush (5 Lectures)

Core themes and major groups of the upper body, the creation of additional maps for creating a realistic head, Hand painted fundamentals creature assets, Final Image and presentation

Unit 7: Character Creation (5 Lectures)

Body proportions, Blockout modeling, Primary form sculpting, Head, Detailing hair and face guts blockout, Clothing sculpting and detailing, Gear and hard surface modeling, Retopology, UV layout, Shaders setup, Base Textures and Material Breakup, Skin and Cloth detail, Hard Surface and detail, Hair texture, Finalizing textures, Character presentation, Posing, Turnaround renders sculpt and in-game, and Beauty Render

Unit 5: Maya to ZBrush (5 Lectures)

Connection and exchange of file formats between Maya and ZBrush

Suggested Readings

1. ZBrush Digital Sculpting Human Anatomy Paperback by Scott Spencer
2. ZBrush Character Sculpting: v. 1: Projects, Tips & Techniques from the Masters Paperback by 3DTOTAL Team, Michael Jensen, Rafael Grasseti, Jesse Sandifer, Cedric Seaut
3. Anatomy for 3D Artists: The Essential Guide for CG Professionals Paperback by Chris Legaspi, 3DTOTAL Publishing
4. ZBrush Professional Tips and Techniques Paperback by Rick Baker, Paul Gaboury

Yameen Ullah 14/11/25
Ronal 14/11/25
Rita 14/11/25
Farrukh 14/11/25
Dee 14/11/25
MD Rajar 14/11/2025
Fahim 14/11/25
Julia 14/11/25

Semester III-Bachelor in Arts (Animation & Interior Design)

SEC I: 3D Sculpting with ZBrush

(Credits: Practical-2)

PRACTICAL LECTURES: 40

(5 Lectures)

Unit 1: Introduction to ZBrush

(5 Lectures)

Tools & Interface, Clay Brush, Geometry Resolution, Establishing Structure, Masking, Using A Knife Tool, Dynamesh

Unit2 : Production Modeling

(5 Lectures)

Essence of Design, Topology, Technical best practices, presenting work

Unit 3: Human Anatomy

(5 Lectures)

Introduction to Human Anatomy, Skeletal masses, Proportions, Torso, Neck, Shoulder, Arms, Lower body, Leg, Foot, Tying and Finalizing the Full Figure

Unit 4: Texturing with ZBrush

(5 Lectures)

Core themes and major groups of the upper body, the creation of additional maps for creating a realistic head, Hand painted fundamentals creature assets, Final Image and presentation

Unit 5: Maya to ZBrush

(5 Lectures)

Connection and exchange of file formats between Maya and ZBrush

Suggested Readings

1. *ZBrush Digital Sculpting Human Anatomy* Paperback by Scott Spencer
2. *ZBrush Character Sculpting: v. 1: Projects, Tips & Techniques from the Masters* Paperback by 3DTotal Team, Michael Jensen, Rafael Grassetti, Jesse Sandifer, Cedric Seaut
3. *Anatomy for 3D Artists: The Essential Guide for CG Professionals* Paperback by Chris Legaspi, 3DTotal Publishing
4. *ZBrush Professional Tips and Techniques* Paperback by Rick Baker, Paul Gaboury

Semester III-Bachelor in Arts (Animation & Interior Design)

GE III: Video Editing With Adobe Premiere Pro

(Credits: Theory-1; Practical-5)

THEORY LECTURES: 20

Unit 1: Introduction

(2 Lectures)

Introduction to Video Editing, Non-Linear Editing, Online and Offline Editing, PAL, NTSC, Frame Rate, Frame Size

Unit 2: Setting up a Project

(2 Lectures)

Compatible Formats, Importing Files from Camera, Importing Image Sequence, Importing Video, Sequence Settings, In Points, Out Points, Presets, Video Settings, Preview Settings, Project Path

Unit 3: Essentials of Basic Editing

(3 Lectures)

Audio Video File, Timeline Arrangements, Requisites for Editing, Keyboard hotkeys

Unit 4: Video Transitions

(3 Lectures)

Automate to Sequence Dialog, Effects Panel, Properties of Video Transitions, Controlling Parameters, Keyframe Animation of Effects

Unit 5: Audio

(1 Lectures)

Mono, Stereo, Compatible Audio Formats, Importing Audio to Sequence, Audio Settings, Audio Preview and Render, Audio Channels,

Unit 6: Audio Effects and Transitions

(1 Lectures)

Properties of Audio Effects and Transitions, Source Window Audio Controls, Keyframe Animation of Audio Effects

Unit 7: Title Design

(2 Lectures)

New Title Document, New Title Settings, Title Dialog, Safe Frames

Unit 8: Superimposing

(1 Lectures)

Superimposing Basics, Using Timeline Tracks as layers for combining footages from various source to produce desired effects, Controlling Color, Opacity, Size, Angle and animation of footages

Unit 9: Live Shoot Integration

(5 Lectures)

Live shoot and using it for digital integration

md. f 14-11-2025

Gautam 14-11-2025

Jameen 14/11/25

Raw 14/11/25

14/11/25

D. 14/11/25

AK 14/11/25

Karmak 14/11/25

14/11/25

D. Rajpal 14/11/2025

14/11/25

PRACTICAL LECTURES: 100

Unit 1: Interface

(5 Lectures)

Menu Bar, Project Window, Source Window, Program Window, Timeline, Media Browser, Info Panel, Effects Panel, Keyframes

Unit 2: Basic Editing

(10 Lectures)

Creating a Sequence, Importing Files, Using In Point and Out Point in the Source Window, Adding and Deleting Tracks, Working with the Timeline, Exporting the Final Output

Unit 3: Working with Tools

(5 Lectures)

Using Selection tool, Track Select tool, Ripple Edit tool, Rolling Edit tool, Rate Stretch tool, Razor tool, Slip tool, Slide tool, Pen tool, Hand tool, Zoom tool

Unit 4: Video Effects and Transitions

(10 Lectures)

Applying Video Effects and Transitions on Footages, Dissolve, Fade, Wipe, Flip, Spin, Dip to Black, Dip to White, Stretch, Slide, Special Effects

Unit 5: Audio Effects and Transitions

(5 Lectures)

Importing only Audio from an AV file, working with Audio Effects and Audio Transitions, Applying it on the tracks in the Timeline

Unit 6: Advanced Editing

(10 Lectures)

Editing Sequence directly in the timeline using editing tools, Trim, Gap, Ripple, Rate, Speed and Duration, Tint Color Correcting a Footage

Unit 7: Title Design

(10 Lectures)

Creating a Title Document, Title Design Tools, Templates, Animating Tiles, Roll, Crawl, Transform, Distort, Color, Transparency, Fonts

Unit 8: Chroma Removal

(10 Lectures)

Removal of Chroma using Ultra Keyer and Chroma Key

Unit 9: Keyframe Controls

(5 Lectures)

Animating Effects, Transitions and Properties using Keyframe Controls and Effects Control Panel

Unit 10: Editing a Video

(20 Lectures)

Editing a video complete with Effects, Transitions, Titles, Keyframing and adding Audio, Rendering the Project, Supported Video Formats, Compressions

Unit 11: Live Shoot Integration

(15 Lectures)

Live shoot and using it for digital integration

Suggested Readings

1. Adobe Premiere Pro CS6 Classroom in a Book by Sandee Adobe Creative Team

2. Mastering Adobe Premiere Pro CS6 Hotshot Paperback by Paul Ekert

3. Adobe Premiere Pro CC Classroom in a Book by Maxim Jago

Yameen Ullah 14/11/25
Yousaf 14/11/25
Barkat 14/11/25
Fawad 14/11/25
Rehman 14/11/25
Riaz 14/11/25
MD. Rajar 14/11/25
Fahad 14/11/25

Semester IV-Bachelor in Arts (Animation & Interior Design)
Core Course VIII:-3D Modeling with Autodesk 3DS MAX
(Credits: Theory-1; Practical-5)

THEORY LECTURES: 20

Unit 1: Introduction to 3ds Max

3D Studio Max Software Introduction, Controlling the Viewport
Keyboard and Mouse

(2 Lectures)

Navigation through

Unit 2: Primitives

(2 Lectures)

Primitive Objects, Create Panel, Create Geometry, Standard Primitives, Object Parameters, Extended Primitives, Renaming Objects, Modifying Object Parameters, Transforming Objects, Translate, Rotate, Scale, Gizmo, Status Bar Type-in Fields, Vertex, Edge, Border, Polygon, Element

Unit 3: Splines

(2 Lectures)

Basic Spline Shape Objects, NURBS Curves, Extended Spline, Rendering Panel, Interpolation Panel, Creation Method, Vertex, Segment, Spline, Refine, Snap, Vertex Types, Fillet, Chamfer, Weld, Attach, Break, Mirror

Unit 4: Compound Objects

(1 Lecture)

Loft, Boolean, ProBoolean

Unit 5: Modifiers

(1 Lecture)

Method of working of Extrude, Lathe, Bend, Noise, FFD, Wave etc

Unit 6: Polygon Modeling

(2 Lectures)

Editable Poly, Vertex, Edge, Border, Polygon, Element, Editing Geometry, Tools for Poly Modeling, Graphite Modeling Ribbon

Yameen Ullah
14/11/25

Deepti
14/11/25

Ward
14/11/25

Gautam
14/11-25

Rifat
14/11/25

MDR Refil
14/11/2025

Farzali
14/11/25

Yash
14/11/25

Akash
14/11/25

Rehan
14/11/25

PRACTICAL LECTURES: 100

Unit 1: Introduction to Max Workspace

(5 Lectures)

Interface, Application Button, Quick Access Toolbar, Caption Bar, Info Center, Window Controls, Menu Bar, Main Toolbar, Viewports, View Cube, Command Panel, Track Bar, Status Bar, Viewport Navigation Controls, Camera Navigation Controls,

Unit 2: Primitives, Splines, Compound Objects

(10 Lectures)

Working with Standard Primitives, Splines and Compound Objects, Using Transform Tools

Unit 3: Modifiers (5 Lectures)

Using Extrude, Lathe, Bend, Noise, FFD, Wave, Controlling their Attributes

Unit 4: Polygon Modeling

(15 Lectures)

Creating a 3D Model with Editable Poly, Using Vertex, Edge, Border, Polygon, Elements and their individual parameters to model

Unit 5: Unwrapping

(20 Lectures)

Using UVW Map, Unwrap UVW, Unwrapping a 3D Model, UV Editor, Texture Painting with Photoshop, Importing Unwrap in Photoshop for Texture Painting, Adding Textures, Working with Layers and Modes, Exporting Textures For Wrapping in 3DS Max

Unit 6: Texturing

(20 Lectures)

Using Material Editor, Texturing a Model, Using Map Bump, Displacement, Specular, Glossiness, Creating Glass, Metal, Matte Surfaces, Working with Raytrace, Creating Incandescence material

Unit 7: Product Modeling and Texturing

(10 Lectures)

Modeling, Unwrapping and Texturing a Product

Unit 8: Interior Prop Modeling and Texturing

(20 Lectures)

Modeling, Unwrapping and Texturing Interior Props

Suggested Readings

1. Autodesk 3ds Max 2016 Essentials Paperback by Dariush Derakhshani and Randi L. Derakhshani
2. Autodesk 3ds Max 2015 Essentials: Autodesk Official Press Paperback by Randi L. Derakhshani and Dariush Derakhshani
3. Architectural Rendering with 3ds Max and V-Ray: Photorealistic Visualization Paperback by Markus Kuhlo, Enrico Eggert
4. V-Ray My Way: A Practical Designer's Guide to Creating Realistic Imagery Using V-Ray & 3ds Max Paperback by Lee Wylde
5. Exploring Standard Materials in 3ds Max 2016 Paperback – Import, 21 Jul 2015 by Raavi O'connor

Yamoon 14/11/25
Anil 14/11/25
Ganesh 14-11-2015
Karl 14/11/20
Akhil 14/11/11
Karmale 14/11/25
Sudhakar 14/11/28
V.D.Rajal 14/11/2018
Rishabh 14/11/25
Jitendra 14/11/25

Semester IV-Bachelor in Arts (Animation & Interior Design)

Core Course IX: Motion Graphics with After Effects

(Credits: Theory-1; Practical-5)

THEORY LECTURES: 20

Unit 1: Introduction

(2 Lectures)

Introduction to Motion Graphics, Multilayer Video Compositing, Films and Video Post Production Process

Unit 2: Composition

(1 Lecture)

Composition Properties, Pixel Aspect Ratio, Frame, Motion Graphics

Unit 3: Tools

(3 Lectures)

Selection Tool, Hand Tool, Zoom Tool, Rotation Tool, Unified Camera Tool, Pan Behind Tool, Rectangle Tool, Pen Tool, Type Tool, Brush Tool, Stamp Clone Tool, Eraser Tool, Roto Brush Tool, Puppet Pin Tool

Unit 4: Text

(1 Lecture)

Text Layer Options, Animate, Based on, Amount, Shape, Smoothness, Ease High/Ease Low, Randomize Order, Fill Color, Stroke Color, Stroke Width, Character Offset

Unit 5: Mask

(3 Lectures)

Vertices, Segments, Mask Path, Mask Feather, Mask Opacity, Mask Expansion

Unit 6: Import

(1 Lecture)

Acceptable Formats, Footage Aspect Ratio, Frame Rate, Setting up the Fields

Unit 7: Keying

(3 Lectures)

Process and Advantages of Keying, Chroma Setup, Reasons to Choose Green or Blue Color, Chroma Lighting

Unit 8: Color Correction

(2 Lectures)

Process of Color Changes, Levels, Color Balance, Hue/Saturation, Brightness/Contrast, Curves

Unit 9: Tracking & Stabilizing

(2 Lectures)

Concept and Process of Tracking and Stabilizing, Track Points, Tracker Controls, Motion Stabilizer Channels, 4 Point Tracking

Unit 10: 3D Layers in AE

(2 Lectures)

3D Layers, Parallax, Converting Images into 3D Layers, Particles

Ameen Ur
14/11/25

Dr. M
14/11/25

Md. F. Karim

Parvez
14-11-2025

Ronal
14/11/25

Rizwan
14/11/25

Karmal
14/11/25

S. S
14/11/25

Chukis
14/11/25

M.D. Roger
14/11/2025

PRACTICAL LECTURES: 100

Unit 1: AE Interface

(5 Lectures)

Toolbar, Project Window, Composition Window, Timeline, Effects Panel, Playback Panel

Unit 2: Creating a Composition

(5 Lectures)

Composition Settings, Name, Preset, Width, Height, Pixel Aspect Ratio, Frame, Start Time Code, Duration, Creating Layers, Solid, Animating a Layer

Unit 3: Text

(10 Lectures)

Text Layer, Animating Source Text, Animating Text on an Path, Animating Text, Applying Wiggle

Unit 4: Mask Animation

(5 Lectures)

Using Mask, Advanced Timeline Option, Uniform Scaling, Nesting, Key frame Interpolation, Spatial Interpolation, Temporal Interpolation, Modes, Controlling Motion Blur, Quality, RAM Preview

Unit 5: Motion Graphics

(10 Lectures)

Creating Motion Graphics using Solids, Masks and Animating Transform Nodes

Unit 6: Chroma Removal

(10 Lectures)

Working with Key Light, Color Key, Color Range, Linear Color Key, Color Difference key, Luma Keyer, Spill Suppression, Choker

Unit 7: Color Correcting Footages

(5 Lectures)

Using Effects for Correcting Color of a Footage, Levels, Color Balance, Hue/Saturation, Brightness/Contrast, Curves

Unit 8: Extracting/Creating Contact Shadows for Chroma Footages

(5 Lectures)

Using Extract Effect for Contact Shadows

Unit 9: Wire Removal and Rotoscopy

(10 Lectures)

Using Paint to remove wires, Paint Panel, Removing Wire in Still Cam Footage, Removing Wire in Moving Cam Footage

Unit 10: Rotoscopy

(10 Lecture)

Working with Rotoscopy

Unit 11: Tracking & Stabilizing

(5 Lectures)

Tracking and Stabilizing a Footages, Track Points, Tracker Controls, Motion Stabilization

Unit 12: Camera Projection

(9 Lectures)

Camera Projection, Creating Parallax, Orbit Camera Tool, Track Tool, Collapse Transform, Using Particles

Unit 13: Exporting

(1 Lecture)

Render Queue, Supported Formats, Render Setting, Module, Compression

Unit 14: Creating a Promo

(10 Lectures)

Creating a Promo with Motion Graphics, Texts, Videos, Images, Transitions

Suggested Readings

1. Adobe After Effects CC Classroom in a Book by Adobe Creative Team
2. After Effects Apprentice: Real-World Skills for the Aspiring Motion Graphics Artist (Apprentice Series)
3. The After Effects Illusionist: All the Effects in One Complete Guide by Chad Perkins

W.M. 14/11/25
Karmal 14/11/25

Govt 14/11/25
D.S. 14/11/25

Mar 14/11/25
Dr. J. 14/11/25
MD Raj 14/11/25
R.F. 14/11/25

14/11/25
Jameen 14/11/25

Gulne 14/11/25

R.F. 14/11/2028

THEORY LECTURES: 20

Unit 1: Reusing Content (2 Lectures)

Introduction to Groups, Blocks, Using By Layer and By Block object properties, Redefining blocks, Exploding objects, Dynamic block, External block content

Unit 2: Defining Attributes and Configuring Tables (2 Lectures)

Designing a symbol with text placeholders, Designing attribute definitions, Defining a block with attributes, Creating a table, Styling a table's title text, Adding fields to tables

Unit 3: Making External References (2 Lecture)

Exporting objects to a file, Attaching and overlaying xrefs, Altering xrefs, Clipping xrefs, Editing xrefs in place, Removing xrefs

Unit 4: Basics of Annotation (2 Lectures)

Introduction to Annotations, Text in a Drawing, Multiline Text, Coordinate Entry, DWF Printing and Publishing, DWF Plotting and Viewing

Unit 5: The Command Line (2 Lecture)

The AutoCAD command line, Customizing the Command Line Settings, Input settings, Lines of prompt history, Input search options, Transparency Options, Typing commands, Keyboard shortcuts, Suggestion menu, Sub-menus

Unit 6: Introduction to SketchUp (2 Lecture)

Interface, Workspace, Formats

Unit 7: 3D Modeling in SketchUp (2 Lectures)

3D modeling in Sketchup, Setting, Commands

Unit 8: Tools (2 Lectures)

Advanced tools and commands for SketchUp

Unit 9: Texturing in SketchUp (2 Lectures)

Basic Texturing, Texture Controls, Material Mapping, Procedural Maps and Bitmaps, Supported Formats for Texturing from Bitmaps

Unit 10: Lighting and Rendering in SketchUp and Vray (2 Lectures)

Lighting Properties, Light Properties Palette, Standard Lights, Photometric Lights

Semester IV-Bachelor in Arts (Animation & Interior Design)

SEC II: Stop Motion Animation

(Credits: Practical-2)

PRACTICAL LECTURES: 40

Unit 1: Introduction (2 Lectures)

Outline of Stop Motion, Requisites, Procedure, Uses, Types

Unit 2: Pre Production (8 Lectures)

Story line up, Creating a Setup, Scripting, Storyboarding, Camera setup, Camera Angles

Unit 3: Props (10 Lectures)

Creating various Characters and props from Paper and Clay, Coloring the props, Setting up Environment

Unit 4: Production (10 Lectures)

Building Set, Shooting and Animating frame by frame

Unit 5: Post Production (5 Lectures)

Importing the frames in a Editing Software, Aligning the shots, Color Correction,

Transitions

Unit 6: Final Video (5 Lectures)

Adding Titles and credits in the video, Rendering the developed Stop Motion Video

Suggested Readings

1. *The Art of Stop-motion Animation* Paperback by Ken Priebe
2. *The Advanced Art of Stop-Motion Animation* by Ken A. Priebe
3. *Stop Motion Animation: How to Make & Share Creative Videos* Paperback by Melvyn Ternan

Yameen
14/11/25

Dr. S.
14/11/25

Paul
14/11/25

MD.F
14-11-25

Paul
14-11-2025

MD.Riyaz
14/11/2025

Riyaz
14-11-25

Karmal
14/11/25

Qasim
14/11/25

Aijaz
14/11/25

PRACTICAL LECTURES: 100

Unit 1: Getting started (5 Lectures)
Selection of cameras, Introduction to DSLR, Handling Camera

Unit 2: Using Photography equipments (10 Lectures)
Using Cameras, Lenses, Filters, Tripods, Monopods, Camera Bags, Digital storage

Unit 3: Understanding a Camera (15 Lectures)
Working with a Camera, Exposure triangle, Setting aperture, Shutter speed, Understanding ISO, Other manual controls

Unit 4: Techniques for taking Professional Photographs (10 Lectures)
Using Tripod, Using Different Types of lenses, Effective Background & Lighting, Applications of Rule of thirds, Output Resolutions

Unit 5: Types of Shots (10 Lectures)
Capturing Long shot, Mid shot, Close-up shot, Two shot, Over the shoulder shot

Unit 6: Understanding Lights for photography (10 Lectures)
Handling light equipment, working with different types of lighting, Indoor lighting, Outdoor lighting, Universal lighting, Categorical lighting, Special or Mood lighting

Unit 7: Working with Different Types of Photography (10 Lectures)
Capturing Portraits, Landscape, Fashion, Film Photography, Product Photography, Wildlife, Child Photography, Stage Programme, Press photography, Sports Photography, Table top, Macro

Unit 8: Indoor and Outdoor Photography (10 Lectures)
Portraits, Group photos, Function photos, Wedding Photography, Nature Photography, Landscape

Unit 9: Photo Editing with Photoshop (10 Lectures)
Importing digital image to your PC, Photo Correction, Cropping, Levels, Altering brightness & contrast, Hue & Saturation, Red eye reduction, Cloning, Printing

Unit 10: Photo Enhancement with Photoshop (10 Lectures)
Using Layers, Applying a layer mask, Brush tools, Adjustment layers, Layer merging, Dodging and burning, Adding Vignette

Suggested Readings

1. Photography: Canon DSLRs For Beginners - The Ultimate Guide to Taking Stunning, Beautiful Digital Pictures With Your Canon Camera (Digital Photography, Photography Books, DSLR Photography) by Jessica Collins
2. DSLR Photography for Beginners: Take 10 Times Better Pictures in 48 Hours or Less! Best Way to Learn Digital Photography, Master Your DSLR Camera & Improve Your Digital SLR Photography Skills by Brian Black
3. Digital Photography for Beginners: The Fastest Way to Learn the Essentials and Start Taking Great Shots by Kush Sharma

THEORY LECTURES: 20

Unit 1: Texturing (1 Lectures)

Introduction to 3D Texturing, Texture Coordinates, Unwrapping, Render UV Template, Exporting for Image Editing Software

Unit 2: Material Editor (1 Lectures)

Compact Material Editor Interface, Slots, Tools, Material Parameters, Maps, Bitmaps, Procedural Maps, Slate Material Editor, Creating Materials, Using Maps

Unit 3: Unwrapping in 3DS Max (1 Lectures)

Concept of Unwrapping, UVW Mapping, Unwrap UVW, UV Editor

Unit 4: Unwrap Editor and Tools (1 Lectures)

UV Editor Interface and Tools, Working with Checker, Texture Placement, Seams, Projections, Peel, Pelt, Relax, Stitch

Unit 5: Ray tracing (1 Lectures)

Essentials of Transparency, Reflectivity, Refractivity, Translucency, Fall off, Using Curves

Unit 6: CG Lighting (1 Lectures)

Introduction to 3D Lighting, Spectrum of Light, Reproducing Realistic Lighting in Computer Graphics

Unit 7: Physical Properties of Light (1 Lectures)

Direct and Indirect Illumination, Color Temperature, Decay, Attenuation, Shadow, Ambience, Radiosity, Caustics

Unit 8: Three Point Light Setup (1 Lectures)

Key Light, Fill Light, Back Light, Rim Light, Shadow Areas, Intensity and Angle of Each

Unit 9: Standard Lights (1 Lectures)

Types and Properties of Max Lights, Target Spot, Free Spot, Target Direct, Free Direct, Omni, Skylight

Unit 10: Light Attributes (1 Lectures)

Intensity, Color, Decay, Attenuation, Light Parameters, Hotspot, Falloff, Overshoot

Unit 11: Shadow Types (2 Lectures)

Shadow Map, Ray Traced Shadows, Area Shadows, Advanced Ray Traced Shadows, Mental Ray Shadow Map

Unit 12: Shadow Attributes (2 Lectures)

Color, Density, Bias, Samples, 2 Sided Shadows, Integrity, Quality, Jitter

Unit 13: V Ray (2 Lectures)

Using V ray for interior exterior designing

Unit 14: Photometric Lights (2 Lectures)

Free Light, Target Light, Sky Portal, Color Temperature, Filter Color, Shape, Photometric Parameters, Vray light, Sky and HDRI

Unit 15: Rendering and Camera Setup (2 Lectures)

Essentials of Render Layers, Renderer Properties, Render Passes, Camera Setup

MD 14/11/25

14/11/25 Dinesh
MD Rijer 14/11/25

Jameen 14/11/25

Karmali 14/11/25

14/11/25

Page 35

Gulnaz

PRACTICAL LECTURES: 100

Unit 1: Texturing (2 Lectures)
Introduction to 3D Texturing, Texture Coordinates, Unwrapping, Render UV Template, Exporting for Image Editing Software

Unit 2: Material Editor (2 Lectures)
Compact Material Editor Interface, Slots, Tools, Material Parameters, Maps, Bitmaps, Procedural Maps, Slate Material Editor, Creating Materials, Using Maps

Unit 3: Unwrapping in 3DS Max (2 Lectures)
Concept of Unwrapping, UVW Mapping, Unwrap UVW, UV Editor

Unit 4: Unwrap Editor and Tools (2 Lectures)
UV Editor Interface and Tools, Working with Checker, Texture Placement, Seams, Projections, Peel, Pelt, Relax, Stitch

Unit 5: Ray tracing (2 Lectures)
Essentials of Transparency, Reflectivity, Refractivity, Translucency, Fall off, Using Curves

Unit 6: Lighting Interface (5 Lectures)
Working with Max Lights, Properties of Ambient, Point, Spot, Directional, Area and Volume Light

Unit 7: Working with Max Shadows (10 Lectures)
Using Shadow Map, Ray Traced Shadows, Area Shadows, Advanced Ray Traced Shadows, Mental Ray Shadow Map

Unit 8: Interior Lighting (10 Lectures)
Working with Window Light, Bulb Light, Bounces, Shadows, Occlusion

Unit 9: Exterior Lighting (10 Lectures)
Working with Sunlight, Skylight, Dome Setup, Exterior Shadows, Environment Properties

Unit 10: Day Lighting (10 Lectures)
Working with Light Recreating Sunlight and Sky Lighting

Unit 11: Night Lighting (10 Lectures)
Recreating Moonlight and night Ambience

Unit 12: Photometric Lights (10 Lectures)
Lighting an architectural scene using Photometric Lights

Unit 13: V Ray (5 Lectures)
Using V ray for interior exterior designing

Unit 14: SkyLight and Environment Lighting (10 Lectures)
Using Photon Mapping, High Dynamic Range Images, Environment Lighting, Image Based Lighting, Sun and Sky Light, Vray Light, sky and HDRI

Unit 15: Rendering (5 Lectures)
Creating Render Layers, Managing and Rendering various Passes

Suggested Readings

1. Autodesk 3ds Max 2016 Essentials Paperback by Dariush Derakhshani and Randi L. Derakhshani
2. Autodesk 3ds Max 2015 Essentials: Autodesk Official Press Paperback by Randi L. Derakhshani and Dariush Derakhshani
3. Architectural Rendering with 3ds Max and V-Ray: Photorealistic Visualization Paperback by Markus Kuhlo, Enrico Eggert
4. V-Ray My Way: A Practical Designer's Guide to Creating Realistic Imagery Using V-Ray & 3ds Max Paperback by Lee Wylde

Semester V-Bachelor in Arts (Animation & Interior Design)

Core Course XII: 3D Animation with AUTODESK MAYA

(Credits: Theory-1; Practical-5)

THEORY LECTURES: 20

Unit 1: Introduction	(2 Lectures)
Walk Cycle of a Biped Character and Quadruped Character	
Unit 2: Pose-to-Pose Animation	(3 Lectures)
Theory of Pose to Pose, Keyframing	
Unit 3: Animation Editors	(3 Lectures)
Trax editor, Graph editor, Hierarchy	
Unit 4: Walk cycle	(3 Lectures)
Biped, Quadruped, Mechanical	
Unit 5: Animation loops	(3 Lectures)
Creating various seamless animation loops	
Unit 6: Facial expressions	(3 Lectures)
Morphing, Face animation, Lip sync	
Unit 7: Camera and Motion Path	(3 Lectures)
Creating and animating camera, working with motion path	

Yameen Ullah 14/11/25

Dr. S. 14/11/25

Ronal 14/11/25

MD. R. 14/11/25

Farhat 14/11/25

Karmal 14/11/25

Asif 14/11/25

MD. R. 14/11/25

Farhat 14/11/25

PRACTICAL LECTURES: 100

Unit 1: Introduction	(5 Lectures)
Walk Cycle of a Biped Character and Quadruped Character	
Unit 2: Pose-to-Pose Animation	(20 Lectures)
Theory of Pose to Pose, Keyframing	
Unit 3: Animation Editors	(15 Lectures)
Trax editor, Graph editor, Hierarchy	
Unit 4: Walk cycle	(20 Lectures)
Biped, Quadruped, Mechanical	
Unit 5: Animation loops	(10 Lectures)
Creating various seamless animation loops	
Unit 6: Facial expressions	(20 Lectures)
Morphing, Face animation, Lip sync	
Unit 7: Camera and Motion Path	(10 Lectures)
Creating and animating camera, working with motion path	

Suggested Readings

1. *Learning Maya Dynamics Paperback* by Alias Wavefront
2. *Maya Studio Projects: Dynamics Paperback* by Todd Palamar

~~Dr. M. S. S.~~
~~Paul~~
~~4/4/25~~

Yameen Uzzi
14/11/25

Med. F 14-11-65

✓ Safety
Date 14-11-2025
✓ MD

MD. Raja 2.
14/11/2028

111

Formaldehyde
14/11/25

~~✓✓✓~~
14/11/23

Page 38

Chittenden
Verm.

Semester V-Bachelor in Arts (Animation & Interior Design)

DSE I: Visual Effects with AUTODESK MAYA

(Credits: Theory-1; Practical-5)

THEORY LECTURES: 20

Unit 1: Introduction to Maya Dynamics (2 Lectures)

Introduction to Dynamics, Particle System, Simulation and Cache files

Unit 2: Particle Dynamics (3 Lectures)

Maya Particles, Mass, Position, Velocity, Types of Particle Displays, Particle Animation Techniques, Particle-Force Interaction

Unit 3: Deformers (2 Lectures)

Properties of Deformers, Linear Deformer, Non-Linear Deformers, Properties of Lattice, Blend Shape, Cluster, Bend, Twist, Wave

Unit 4: Soft Body and Rigid Body (4 Lectures)

Fundamentals and Application of Soft Body and Rigid Body Dynamics, Shape Node, Soft Body Creation, Spring, Collision, Active Rigid Body and Passive Rigid Body

Unit 5: Constraints, Force and Damping (3 Lectures)

Fundamentals of Forces, Elasticity, Friction, Constraints

Unit 6: Hair Dynamics (2 Lectures)

Introduction to Hair System, Hair Follicle, NURBS Curve, Paint Stroke Effects, Hair Constraints

Unit 7: Fluid Effects (2 Lectures)

Fundamentals of Fluid Effects, Volume Emissions, Voxels, Texturing and Lighting Fluid Effects

Unit 8: Cloth (2 Lectures)

Maya Cloth, Cloth Shelf, Cloth Simulation, State, Cloth Constraints

Dr. A
14/11/25

ameen
14/11/25

MD. H
14-11-25

Parvez
14-11-2025

MD Rizw
14/11/2025

Karmal
14/11/25

14/11/25

14/11/25

Shakeel
14/11/25

PRACTICAL LECTURES: 100

Unit 1: Particle Workspace	(5 Lectures)
Workspace, Dynamic Tools	
Unit 2: Using Particles	(10 Lectures)
Creating Basic Particle Simulation, Using Emitter, Rate, Distance, Speed, Intensity, Turbulence, Surface Emission, Creating Multicolored Fireworks using Particle System	
Unit 3: Tools	(10 Lectures)
Working with Goal, Travel on Surface, Particle Instancing, Sprite Crowd Creation	
Unit 4: Working with Deformers	(10 Lectures)
Using Lattice, Blend Shape, Cluster, Bend, Twist, Wave, Gravity	
Unit 5: Creating Soft and Rigid Bodies	(10 Lectures)
Soft Body Creation, Working with Spring, Collision, Using Dynamic Relationship Editor, Creating Shatter Effects, Rigid Body Interaction with Soft Body.	
Unit 6: Using Constraints, Force and Damping	(10 Lectures)
Working with Air, Drag, Gravity, Newton, Radial, Turbulence, Uniform, Vortex, Elasticity, Friction, Nail Constraint, Pin Constraint, Hinge Constraint, Spring Constraint and Barrier Constraint	
Unit 7: Creating Hair	(10 Lectures)
Working with Hair System, Controlling Follicles, Using Hair Constraints, Using Paint Stroke Effects	
Unit 8: Fluid Effects	(15 Lectures)
Using Volume Emission, Heat, Density, Fuel, Shading and Lighting Effects for Fluids	
Unit 9: Fur	(5 Lectures)
Fur Description, Texturing Fur, Creating Fur, Adding and Removing Fur from Areas using Baldness Attribute	
Unit 10: Creating Realistic Clothing for Characters	(15 Lectures)
Using Maya Cloth and Cloth Constraints to Create Character Clothing	

Suggested Readings

3. Learning Maya Dynamics Paperback by Alias Wavefront
4. Maya Studio Projects: Dynamics Paperback by Todd Palamar

De Mello 14/11/25

Bowl 14/11/25

Cameron 14/11/25

med. fur 14/11/25

Gantek 14/11/2025

MD Regal 14/11/2025

Jamal 14/11/25

Jay 14/11/25

Page 40

John 14/11/25

Semester V-Bachelor in Arts (Animation & Interior Design)

DSE II: Interior and Exterior Design Visualization

(Credits: Theory-1; Practical-5)

THEORY LECTURES: 20

Unit 1: Introduction

(2 Lectures)

Introduction to Interior and Exterior Design Visualization, Uses in Architecture, Industry Standards and Requirements

Unit 2: Basic Design and Aesthetics

(4 Lectures)

Studying line work, sketching, Orthographic drawing, Axonometric drawing, Perspective drawing, Understanding Structures

Unit 3: Understanding Symbols

(2 Lectures)

Understanding the meanings of various design symbols, Standard Length Width and Height of Interior and Exterior Elements

Unit 4: Fundamentals of Floor Plans and Elevations

(3 Lectures)

Fundamentals of Developing Floor Plans and Front-Side Elevations in AutoCAD from the Visualization Designs

Unit 5: Lighting and Air conditioning

(3 Lectures)

Lights, Air Conditioning, Types of doors and windows, water supply, and drainage

Unit 6: False ceiling

(4 Lectures)

Creating false ceiling and types of paneling

Unit 7: Residential and Commercial Projects

(2 Lectures)

Site Measurements, Market Survey


Md. Md. Ahsan Ullah
14/11/25


Md. Md. Ahsan Ullah
14/11/25


Md. Md. Ahsan Ullah
14/11/25


Md. Md. Ahsan Ullah
14/11/25

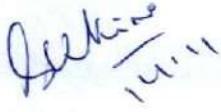

Md. Md. Ahsan Ullah
14/11/25


Md. Md. Ahsan Ullah
14/11/25


Md. Md. Ahsan Ullah
14/11/25


Md. Md. Ahsan Ullah
14/11/25


Md. Md. Ahsan Ullah
14/11/25


Md. Md. Ahsan Ullah
14/11/25

PRACTICAL LECTURES: 100

Unit 1: Getting Started

(5 Lectures)

Introduction to Interior and Exterior Design Visualization, Studying various Design Visualizations for Reference

Unit 2: Drawing Design Visualizations for Interiors

(5 Lectures)

Sketching for Interior Design Visualization, Distributing various Interior Elements in the given area, Calculating area for designing, Orthographic drawing, Axonometric drawing, Perspective drawing, Using Various Symbols in the design

Unit 3: Drawing Design Visualizations for Exteriors

(10 Lectures)

Sketching for Exterior Design Visualization, Distributing various Exterior Elements in the given area, Calculating area for designing, Orthographic drawing, Axonometric drawing, Perspective drawing, Using Various Symbols in the design

Unit 4: Creating Floor Plans and Elevations

(20 Lectures)

Developing Floor Plans and Front-Side Elevations in AutoCAD from the Visualization Designs

Unit 5: Lighting and Air conditioning

(20 Lectures)

Lights, Air Conditioning, Types of doors and windows, water supply, and drainage

Unit 6: False ceiling

(20 Lectures)

Creating false ceiling and types of paneling

(- 10000000)

Unit 7: Residential and Commercial

Site Measurements, I

Suggested Readings

1. *Architectural Drawing Paperback* by David Dernie
2. *Complexity and Contradiction in Architecture (Museum of Modern Art Papers on Architecture)* Paperback by Robert Venturi, Vincent Scully
3. *Building Construction Illustrated Paperback* by Francis D. K. Ching
4. *Sketch Workshop Spiral-bound* by 3DTotal Publishing
5. *V-Ray My Way: A Practical Designer's Guide to Creating Realistic Imagery Using V-Ray & 3ds Max Paperback* by Lee Wylde
6. *3ds Max Design Architectural Visualization: For Intermediate Users Hardcover* by Brian L. Smith
7. *Architectural Rendering with 3ds Max and V-Ray: Photorealistic Visualization Paperback* by Markus Kuhlo, Enrico Eggert
8. *Structural Engineering for Architects: A Handbook Paperback* by William McLean, Peter Silver, Peter Evans

MD. K. 14/11/25
Parveen Chhaj 14/11/25
Parveen Chhaj 14/11/25
Dr. 14/11/25
Karmale 14/11/25
Y.S. 14/11/25
Hort 14/11/25
MD Raja 14/11/2020
Page 42

Semester -VI- Bachelore in Arts (Animation & Interior Design)
Core Course XIII: Interior Planning and Execution in AUTODESK 3DS MAX
(Credits: Theory-1; Practical-5)

THEORY LECTURES: 20

Unit 1: Planning of Interior

(2 lectures)

Planning of Master Bedroom, Kids Room, Guest Room, Drawing Room Dinning Room, Bathroom With Furniture Placement

Unit 2: Space Management

(4 lectures)

Space Management of Master Bedroom, Kids Room, Guest Room, Drawing Room Dinning Room, Bathroom With Furniture.

Unit 3: Material Details

(3 lectures)

Understanding Of Material, Laminate, Fabrics, Linears, Pu Paints, Acrylic Laminate, A.c.p, Pvc Laminate, and many More.

Unit 4: Electrical Layout and Placement With Light

(4 lectures)

Understanding Of False ceiling Electrical Wiring and Place of Light Understanding of Light Placement and Knowledge of light and Placement of sockets.

Unit 5: Understanding of New Material

(3 lectures)

Understanding Of New material Louvers, wpc board, cnc cuttings, new Laminates, New Fabrics, wallpapers, Charcoal sheets, highlighter laminates, different sheets etc

Unit 6: Placemenet of Right Material

(2 lectures)

Understanding Of Material for beds, wardrobes, tv unit, walls, ceilings, kitchens drawers and cabinet and many more.

Unit 7: Camera Walkthrough, Render and Post Production

(2 lectures)

Understanding Of camera walk through, batch render and post production in photoshop 360 Degree renders.

Dr. J
14/11/25

Jameen U
14/11/25

MD. F
14/11/25

Banita
14-11-2025

MD. Riyaz
14/11/2025

Abul
14/11/25

Karmali
14/11/25

J
14/11/25

Page 43

J
14/11/25

PRACTICAL LECTURES: 100

Unit 1: Planning of Interior

(10 lectures)

Planning of Master Bedroom, Kids Room, Guest Room, Drawing Room Dinning Room, Bathroom With Furniture Placement

Unit 2: Space Management

(10 lectures)

Space Management of Master Bedroom, Kids Room, Guest Room, Drawing Room Dinning Room, Bathroom With Furniture.

(20 lectures)

Unit 3: Material Details

Understanding Of Material, Laminate, Fabrics, Linears, Pu Paints, Acrylic Laminate, A.c.p, Pvc Laminate, and many More.

Unit 4: Electrical Layout and Placement With Light

(40 Lectures)

Understanding Of False ceiling Electrical Wiring and Place of Light Understanding of Light Placement and Knowledge of light and Placement of sockets.

(10 lectures)

Unit 5: Understanding of New Material

Understanding Of New material Louvers, wpc board, cnc cuttings, new Laminates, New Fabrics, wallpapers, Charcoal sheets, highlighter laminates, different sheets etc

Unit 6: Placemenet of Right Material

(5 lectures)

Understanding Of Material for beds, wardrobes, tv unit, walls, ceilings, kitchens drawers and cabinet and many more.

Unit 7: Camera Walkthrough, Render and Post Production

(5 lectures)

Understanding Of camera walk through, batch render and post production in photoshop 360 Degree renders.

Suggested Readings

1. Read Archmodel interior bedroom and view ever Perspective of Models, Materials, Lights, and setup.
2. Read Designing for the KING from Chaos to order by designing Within BY DEANA MURPHY
3. 3DS MAX and V-Ray training for interior designers By Udemy.

*Yameen Ul Haq
14/11/25*

Wdct 14/11/25

*Designs
14/11/25*

Book 14/11/25

Hour 14/11/25

3DR 14/11/25

14/11/25

Karmala 14/11/25

14/11/25

Page 44

14/11/25

PRACTICAL LECTURES: 100

Unit 1: Nuke Interface

(5 Lectures)

Viewer, Flow, Console, Timeline, Spline Region, Controls Area, Time Ruler, S1-S6 Buttons

Unit 2: Creating a Composite

(5 Lectures)

Working with a Node Based Composition, Using Loader, Saver, Importing Files and Footages, Exporting

Unit 3: Basic Animation in Fusion

(5 Lectures)

Foreground, Background, Merge, Mask, Graph timeline editor, Corner and Bezier handles, Transform Concatenation

Unit 4: Mask

(10 Lectures)

Working with Polyline Mask, Bitmap Mask, Ellipse, Garbage Matte, Using Mask for Rotoscopy

Unit 5: Text

(5 Lectures)

Generate Characters, Provide Advanced transformation and shading options, Write-on animation, Loop, Stylized Texts

Unit 6: Color Corrector

(5 Lectures)

Working with Levels, Hue, Saturation, Gain, Brightness, Contrast, Curves, Histogram, Suppress, Equalize, Match color

Unit 7: Chroma Removal

(10 Lectures)

Ultrakeyer, Luma Keyer, Matte Control, Keying, Lightwrap Process, Extracting Contact Shadows, Faking Reflections,

Unit 8: Tracking and Stabilizing

(10 Lectures)

Working with Trackers, Stabilization, Wire Removal, Dirt and Scratch removal, Roto Cleanup

Unit 9: Compositing Render Passes

(10 Lectures)

Compositing Render Passes using Merge, Handling Various Light Passes, Reflection Pass, Refraction Pass, Diffuse Pass, Normal Pass, Shadow Pass, Z-Depth

Unit 10: Set Extension

(5 Lectures)

Working with Paint Tool, Copy Polyline Tool, Flip, Transform, Multi Stroke Brush

Unit 11: Camera Projection

(5 Lectures)

Camera Setup, Turning 2D Image into 3D shot, Image Plane, Clean Plate Generation

Unit 12: Day to Night Conversion

(10 Lectures)

Using Color Corrector for Conversion, Levels, Hue, Saturation, Creating Night Lights, Changing Sky

Suggested Readings

1. *The eyeon Fusion 6.3: A Tutorial Approach* Paperback by Prof. Sham Tickoo Purdue Univ., CADCIM Technologies
2. *Blackmagic Design Fusion 7 Studio: A Tutorial Approach* by Prof. Sham Tickoo Purdue Univ. (Author), CADCIM Technologies (Author)

Semester-VI-Bachelor in Arts (Animation & Interior Design)

DSE III: Architectural Walkthrough and On-Job Training

(Credits: Theory-1; Practical-5)

ARCHITECTURAL WALKTHROUGH THEORY LECTURES: 20

Unit 1: Reference	(2 Lectures)
Attributes of a proper Reference, Finding Proper References	
Unit 2: Case Study	(6 Lectures)
Studying various Architectural Walkthroughs for visualization and understanding workflow	
Unit 3: Modeling	(2 Lectures)
Overview of Architectural Walkthrough Modeling, Doubts Solving regarding Modeling	
Unit 4: Shading	(2 Lectures)
Overview of Architectural Walkthrough Shading, Doubts Solving regarding Texturing	
Unit 5: Lighting	(2 Lectures)
Overview of Architectural Walkthrough Lighting, Doubts Solving regarding Lighting	
Unit 6: Camera	(2 Lectures)
Overview of Architectural Walkthrough Animation, Doubts Solving regarding Camera	
Animation	
Unit 7: Rendering	(2 Lectures)
Overview of Rendering Passes	
Unit 8: Compositing	(2 Lectures)
Overview of Compositing, Troubleshooting regarding Compositing	

ON-JOB TRAINING:

Mandatory 60 days On-Job Training with a firm in Ranchi

Dr. *[Signature]* 14/11/25
Janeev *[Signature]* 14/11/25
Md. *[Signature]* 14/11/25
Kowl *[Signature]* 14/11/25
Ganesh *[Signature]* 14-11-2025
P.D. *[Signature]* 14/11/2025
Karmale *[Signature]* 14/11/25
X *[Signature]* 14/11/25
Jatin *[Signature]* 14/11/25
Rajesh *[Signature]* 14/11/25

ARCHITECTURAL WALKTHROUGH PRACTICAL LECTURES: 100

Unit 1: Reference	(10 Lectures)
<i>Creating Floor Plans and Elevations in AutoCAD</i>	
Unit 2: Modeling	(20 Lectures)
<i>Importing References in Max/Maya, 3D Modeling</i>	
Unit 3: Shading	(10 Lectures)
<i>Applying Textures on the 3D Model</i>	
Unit 4: Lighting	(20 Lectures)
<i>Creating CG Lights, Working on Shadows, Developing Look and Feel</i>	
Unit 5: Camera	(10 Lectures)
<i>Creating a Camera Animation to create a Walkthrough</i>	
Unit 6: Rendering	(10 Lectures)
<i>Manage Layers, Passes Creation, Rendering various passes</i>	
Unit 7: Compositing	(15 Lectures)
<i>Multilayer Compositing of Various Render Passes, Applying Effects, Final Touch ups</i>	
Unit 8: Output	(5 Lectures)
<i>Rendering the Final Output in a Video Format</i>	

Suggested Readings

1. Autodesk 3ds Max 2014 Bible Paperback by Kelly L. Murdock
2. Mastering Autodesk 3Ds Max 2013 Paperback by Jeffrey M. Harper
3. Realistic Architectural Rendering with 3ds Max and V-Ray (Autodesk Media and Entertainment Techniques) by Jamie Cardoso and Roger Cusson
4. Rendering with mental ray and 3ds Max (Autodesk Media and Entertainment Techniques) by Joep van der Steen and Ted Boardman

W.M. 14-11-28

Houd
14/11/25
Dabu
14-11-2025

Jamen
14/11/25

Karmale
14/11/25

L
14/11/25

VP Rayar
14/11/2025

Shahid
14-11-25

Semester VI-Bachelor in Arts (Animation & Interior Design)

DSE IV: 3D Portfolio

(Credits: Theory-1; Practical-5)

THEORY LECTURES: 20

Unit 1: Reference

(2 Lectures)

References, Finding Proper References

Unit 2: Case Study

(6 Lectures)

Studying various Portfolios for visualization and understanding workflow

Unit 3: Modeling

(2 Lectures)

Overview of 3D Modeling, Doubts Solving regarding Modeling

Unit 4: Shading

(2 Lectures)

Overview of 3D Shading, Doubts Solving regarding Texturing

Unit 5: Lighting

(2 Lectures)

Overview of 3D Lighting, Doubts Solving regarding Lighting

Unit 6: Camera

(2 Lectures)

Overview of 3D Animation, Doubts Solving regarding Camera Animation

Unit 7: Rendering

(2 Lectures)

Overview of Rendering Passes

Unit 8: Compositing

(2 Lectures)

Overview of Compositing, Troubleshooting regarding Compositing

Yousaf
14/11/25

Shah
14/11/25

Yameen Urfi
14/11/25

MDK
14/11/25

Pankaj
14.11.2025

Farmal
14/11/25

XH
14/11/25

MD Riaz
17/11/2025

Farhat
14/11/25

PRACTICAL LECTURES: 100

Unit 1: Reference	(10 Lectures)
<i>Creating Model Sheets and Collecting References</i>	
Unit 2: Modeling	(20 Lectures)
<i>Importing References in Max/Maya, 3D Modeling</i>	
Unit 3: Shading	(10 Lectures)
<i>Applying Textures on the 3D Model</i>	
Unit 4: Lighting	(20 Lectures)
<i>Creating CG Lights, Working on Shadows, Developing Look and Feel</i>	
Unit 5: Camera	(10 Lectures)
<i>Creating a Camera Animation to create a Portfolio</i>	
Unit 6: Rendering	(10 Lectures)
<i>Manage Layers, Passes Creation, Rendering various passes</i>	
Unit 7: Compositing	(15 Lectures)
<i>Multilayer Compositing of Various Render Passes, Applying Effects, Final Touch ups</i>	
Unit 8: Output	(5 Lectures)
<i>Rendering the Final Output in a Video Format</i>	

Suggested Readings

1. *Mental Ray for Maya, 3ds Max, and XSI: A 3D Artist's Guide to Rendering : Introducing Autodesk Maya*
2. *2014 by Boaz Livny*
3. *Mastering Autodesk Maya 2014: Autodesk Official Press (Sybex Press Edition)* by Todd Palamar
4. *Introducing Autodesk Maya 2014*
5. *The Art of Maya: An Introduction to 3D Computer Graphics* by T. Hawken
6. *Maya Studio Projects: Game Environments and Props* by Michael McKinley

Dept of Animation and Interior Design

Examiners List 2025-26

Sem 1:

Paper C1 (Image Editing): Kumar Sumveg, Ajay Tirkey

Paper C2 (Basics of 2D): Sumit Kullu, Yameen Urfi

Sem 2

Paper C3 (Advanced 2D Animation)—Sumit Kullu, Yameen Urvi

Paper C4(3D Modeling) -Ajay Tirkey, Sumit Kullu

Sem 3

PaperC5 (3D Lighting) — Md Riyaz Quereshi, Ajay Tirkey

Paper C6 (Autodesk)—Ajay Tirkey, Md. Riyaz Quereshi

Paper C7 2D Computer Aided Architecture)—Pankaj Gupta, Yameen Urfi

Sem 4

Paper C8 (3D Modeling) – Md. Riyaz Quereshi, Pankaj Gupta

Paper C9 (Motion Graphics) –Yameen Urfi, Md. Riyaz Quereshi

Paper C10 (Advanced 2D and 3D) —Pankaj Gupta, Sumit Kullu

Dr. M. S. Female 14/11/25 SD 14/11/25 M.R. #2 14/11/2025 mf 14/11/2025
Vance M. 14/11/25 SD 14/11/25 SD 14/11/25 SD 14/11/25 SD 14/11/25 SD 14/11/25

Sem 5

Paper 11 (3D Texturing)—Md. Riyaz Quereshi, Ajay Tirkey

Paper C12 (Animation with Autodesk Maya)—Ajay Tirkey, Md. Riyaz

DSE 1(Visual Effects)—Ajay Tirkey, Md. Riyaz

DSE 2(Interior & Exterior)—Ms. Komal, Sumit kullu

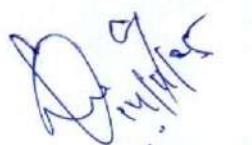
Sem 6:

Paper C13 (Advanced Visual Effect)—Md. Riyaz, Yameen Urfi

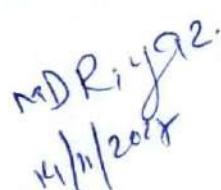
Paper C14 (Compositing Process)—Yameen Urfi, Sumit Kullu

DSE 3(Architectural Walk)—Md. Riyaz, Sumit Kullu

DSE 4 (3D Portfolio)—Ajay Tirkey, Yameen Urfi


Md. Riyaz
14/11/25


Ajay Tirkey
14/11/25


Yameen Urfi
14/11/25

====


Md. Riyaz
14/11/25


Ajay Tirkey
14/11/25


Yameen Urfi
14/11/25


Md. Riyaz
14/11/25