



**KALINGA  
UNIVERSITY**

# EVALUATION SCHEME & SYLLABUS

For  
B. Voc. in  
Animation and VFX or Game Design



*Kalinga University, Naya Raipur, Chhattisgarh*

# B.VOC IN ANIMATION AND VFX OR GAME DESIGN

1 <sup>st</sup> Semester							
Subject Code	Subject	L	T /P	Credits	Internal Marks	External Marks	Total
<b>BVAVFX101</b>	Communication Skills	3	0	3	30	70	100
<b>BVAVFX102</b>	Fundamentals of Information Technology	3	0	3	30	70	100
<b>BVAVFX103</b>	Graphic Design	3	0	3	30	70	100
<b>BVAVFX104</b>	Illustration And Photo-Editing	3	0	3	30	70	100
<b>BVAVFX105P</b>	On Job Training/Internship/Workshop	0	36	18	50	150	200
<b>Total</b>		<b>12</b>	<b>36</b>	<b>30</b>	<b>170</b>	<b>430</b>	<b>600</b>

# COMMUNICATION SKILLS

## (BVAVFX101)

### COURSE 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 beings 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.

### COURSE OUTCOME:

1. The purpose of this course is to introduce students to the theory, fundamentals and tools of communication
2. To develop vital communication skills which should be integral to personal, social and professional interactions.
3. One of the critical links between human beings.
4. 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.
5. In the context of rapid globalization and increasing recognition of social and cultural pluralities, the significance of clear and effective communication has substantially enhanced.

### CONTENTS

#### Unit I: Introduction:

Theory of Communication, Types and modes of Communication, Mediums and channels of communication, barriers to communication, English as a Global language, the Lingua Franca, Social influences on English

#### Unit II: Language of Communication:

Verbal and Non-verbal (Spoken and Written) Personal, Social and Business Barriers and Strategies Intra-personal, Inter-personal and Group communication, Varieties of English, Language, Accent, Dialect, Colloquialism, Historical influences on English

#### Unit III: Speaking Skills:

Monologue Dialogue Group Discussion Effective Communication/ Mis- Communication Interview Public Speech, Regional influences on English, Convergence and divergence, Linguistic Imperialism,

#### Unit IV: Reading and Understanding-

Close Reading, Reading analysis of a text - Audience and purpose, Content and theme, Tone and Mood, stylistic devices, structure Comprehension- Analysis and Interpretation Translation(from Indian language to English and vice-versa) Literary/ Knowledge Texts

#### Unit V: Writing Skills

Documenting Report Writing Making notes Letter writing, Writing tabloids, diary entry, open letters, essays, newsletter and magazine articles, skits, short stories, impersonating characters.

It will enhance Language of communication, various speaking skills such as personal communication, social interactions and communication in professional situations such as interviews, group discussions 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 also acquired some elements of science. It is hoped that after studying this course, students will find a difference in their personal and professional interactions.

**Recommended Readings:**

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, DrRanjanaKaul, DrBrati Biswas

# FUNDAMENTALS OF INFORMATION TECHNOLOGY (BVAVFX102)

## Unit-I

**Computer characteristics:** Speed, storage, accuracy, diligence; Digital signals, Binary System, ASCII; Historic Evolution of Computers; Classification of computers: Microcomputer, Minicomputer, mainframes, Supercomputers; Personal computers: Desktop, Laptops, Palmtop, Tablet; Hardware & Software; Von Neumann model.

## Unit-II

**Hardware:** CPU, Memory, Input devices, output devices. Memory units: RAM (SDRAM, DDR RAM, RDRAM etc. feature wise comparison only); ROM-different types: Flash memory; Auxiliary storage: Magnetic devices, Optical Devices; Floppy, Hard disk, Memory stick, CD, DVD, CD/DVD-Writer; Input devices - keyboard, mouse, scanner, speech input devices, digital camera, Touch screen Voice Input, Joystick, Optical readers, bar code reader; Output devices: Display device, size and resolution; CRT, LCD, LED; Printers: Dot-matrix, Inkjet, Laser; Plotters, Sound cards & speaker.

## Unit-III

**Software:** System software, Application software; concepts of files and folders, Introduction to Operating systems, Different types of operating systems: single user, multitasking, time-sharing multi-user; Booting, POST; Basic features of two GUI operating systems: Windows & Linux (Basic desk top management); Programming Languages, Compiler, Interpreter, Databases; Application software: Generic Features of Word processors, Spread sheets and Presentation software; Generic Introduction to Latex for scientific typesetting; Utilities and their use; Computer Viruses & Protection, Free software, open source.

## Unit-IV

**Computer Networks and Internet:** Connecting computers, Requirements for a network: Server, Workstation, switch, router, network operating systems; Internet: brief history, World Wide Web, Websites, URL, browsers, search engines, search tips; Internet connections: ISP, Dial-up, cable modem, WLL, DSL, leased line Wireless and Wi-Fi connectivity ; email, email software features (send receive, filter, attach, forward, copy, blind copy); characteristics of web-based systems, Web pages, Web Programming Languages.

## Unit-V

**Information Technology And Society:** Indian IT Act, Intellectual Property Rights, issues. Application of information Technology in Railways, Airlines, Banking, Insurance, Inventory Control, Financial systems, Hotel management, Education, Video games, Telephone exchanges, Mobile phones, Information kiosks, special effects in Movies.

**Programming Concepts & Techniques:** Program Concept, Characteristics of Programme, Stages in Program Development, Tips for Program Designing, Programming Aids, Algorithms, Pseudo code, Notations, Design, Flowcharts, Symbols, Rules, compiler & Interpreter. Introduction to programming techniques, Top-down & Bottom-up approach, Unstructured, & Modular programming, Cohesion, Coupling, Debugging, Syntax & Logical Errors, Linking and Loading, Testing and Debugging, Documentation.

## Reference Books:

1. Programming in C, R.S. Salaria, Khanna Publishing House
2. Computer Concepts and Programming in C, R.S. Salaria, Khanna Publishing House
3. Handbook of Computer Fundamentals, N.S. Gill, Khanna Publishing House

# GRAPHIC DESIGN

## (BVAVFX 103)

### UNIT-I

#### Design Processes and Practices

- 1. Role of Design in Society**
  - a) Functions of Design
  - b) Implications and Impact of Graphic Design
  - c) Role of Graphic Designer
  - d) Contemporary Graphic Design in India
- 2. Graphic Design Processes**
  - a) Methodology of Graphic Design

### UNIT-II

#### Principles and Elements of Design

- 1. Sketching and Drawing**
  - a) Introduction to Drawing: an aid in visual representation
  - b) Types of drawing
    - Drawing from memory and imagination
    - Drawing from observation
    - Drawing from Dimensional information
  - c) Virtues of drawing
- 2. Colour**
  - a) Colours theories
  - b) Colour wheel
  - c) Colour Harmonies or Colour Schemes
  - d) Colour Symbolism
- 3. Fundamentals Visual Composition**
  - a) Introduction
  - b) Principles and Elements of Composition
- 4. Typography**
  - a) Classification
  - b) Anatomy of Font
  - c) Features of a Font
  - d) Text Formatting
  - e) Multilingual Typography
- 5. Principles of Layout Design**
  - a) Theme and content
  - b) Types of Layout
  - c) Colours in Layout
  - d) Copy and Type
  - e) Design for Publication

### UNIT-III

#### Media and Design

##### 1. Digital Imaging and Printing

- a) Types of Digital Images
- b) Digital image Editing
- c) Digital Printing

##### 2. Advertising Design

- a) What is Media Planning

##### 3. Campaign Design

- a) Kinds of Campaign
- b) Planning a Campaign
- c) Research & Data Collection
- d) Creative Aspects
- e) Developing a Concept
- f) Departments of an Advertising Agency

##### 4. Integrated Methods of Advertising

- a) Kinds of Events
- b) Public Relations
- c) Media
- d) Visual Communication and its Impact

##### 5. Graphic Design for Interactive Media

- a) Basic Concepts
- b) Types of Websites
- c) The Website Development and Management Process
- d) Graphic Design Approach
- e) Designing Navigation

#### Reference Books:

1. Engineering Graphic & Design, Pradeep Jain, Khanna Publishing House
2. Multimedia and Graphics, V.K. Jain, Khanna Publishing House

# ILLUSTRATION AND PHOTO-EDITING

## (BVAVFX 104)

### UNIT-I

Introduction to Adobe Illustrator: Introduction to Adobe Illustrator, work area and workspaces and tools. Opening files, importing art work, viewing art work, rulers and grids, Drawing in Illustrator, drawing lines and shapes, pencil tool, pen tool, editing drawing, tracing, symbols, colouring, applying colours, swatches, adjusting colour and colour settings.

### UNIT-II

Painting with Illustrator, fills, strokes, brushes, transparency, blending, gradient, meshes and color blending. Selecting, transformation, scaling, grouping, reshaping, cutting, blending of object, creating 3D object, text and typing, special effects, filters, shadows, glow, feathering graphic styles.

### UNIT-III

Photoshop and its interface, Navigation and All tools, Working with basic selections, advanced selections-1 (on the basis of channels, color range, extract, filter etc.), Exercises on selections, Quick Masks, Layer Mask, Vector Mask, Layers & Layer Blending Modes, Play with Photoshop, Filter Gallery, Exercises, Bring some object and try to make it in computer, Make your own cartoon character.

Color Theory, Make a perfect cropping of some images using Photoshop, Prepare a cut-out of some images using Photoshop, Place nice background for those images, Prepare nice background using gradient tool, Scan various images, Color adjustment of those images (PHOTO RETOUCHING).

### UNIT-IV

Make Nature scene (winter) digital painting, Make Nature scene (summer) digital painting. Make digital painting (Use brush, pencil, smudge etc.), Make something like modern art keeping in mind color combination, and make a collage of Indian art and culture. Make a collage of wildlife animals, Make a portrait of celebrity (Digital painting). Convert a B&W image into color (Use variation), "Choose a theme (Music, Festivals, Sports, Dance) and Design 5-8 graphics on them.", Color Modes, Color Corrections, Advanced color correction techniques (levels, Curves, Hue, Saturation etc.), Design that Ad from your own style. Design motifs tribe art, Make an animal character, "Plan a story of that character & Make its backgrounds in three/four frames", Make posters on nature/earth, Matte Painting- Composition, Creating images for the web: Exporting images from Photoshop.

### Reference Books:

1. Learning Illustrator, Ramesh Bangia, Khanna Publishing House.





# **ON JOB TRAINING/INTERNSHIP/WORKSHOP**

## **(BVAVFX 105P)**



RAIPUR | INDIA

# KALINGA UNIVERSITY

**KALINGA UNIVERSITY, KOTNI , NEAR MANTRALAYA, NAYA RAIPUR - 492101, CHHATTISGARH**

**CALL: 9907252100**