

**डॉ. बाबासाहेब आंबेडकर मराठवाडा विद्यापीठ, औरंगाबाद**

**परिपत्रक क्रमांक/एस्.यु./विज्ञान/अभ्यासक्रमांक/७४/२०१४**

या परिपत्रकाद्वारे सर्व संबंधितांना सुचित करण्यात येते की, विज्ञान विद्याशाखेने शिफारस केल्यानुसार बी. एस्सी. / एम. एस्सी. प्रथम व द्वितीय वर्षाच्या सुधारित अभ्यासक्रमास आणि बी. एस्सी. प्रथम वर्षाच्या अभ्यासक्रमात किरकोळ बदल करण्यास विद्यापरिषदेच्या वतीने मा. कुलगुरु यांनी, त्यांना प्राप्त असलेल्या विशेष अधिकार महाराष्ट्र विद्यापीठ अधिनियम-१९९४ कलम १४(७) अन्वये मान्यता दिलेली आहे. त्या अनुषंगाने सुधारीत तयार केलेल्या अभ्यासक्रमाची प्रत या परिपत्रकासोबत आपल्या पुढील कार्यवाहीसाठी पाठविण्यात येत आहे.

[1]	B.Sc. Physics	Semester-III & IV,
[2]	B.Sc. Chemistry	Semester-III & IV,
[3]	B.Sc. Botany	Semester-III & IV,
[4]	B.Sc. Zoology with minor changes	Semester-I & II,
[5]	B.Sc. Zoology	Semester-III & IV,
[6]	B.Sc. Fisheries	Semester-III & IV,
[7]	B.Sc. Electronics (Opt.)	Semester-III & IV,
[8]	B.A./B.Sc. Mathematics	Semester-III & IV,
[9]	B.Sc. Computer Science	Semester-I & II,
[10]	B.Sc. Information Technology	Semester-I & II,
[11]	B.C.A.	Semester-I & II,
[12]	B.Sc. Computer Science(Opt.)	Semester-I & II,
[13]	B.Sc. Information Technology(Opt.)	Semester-I & II,
[14]	B.Sc. Computer Application(Opt.)	Semester-I & II,
[15]	B.Sc. Computer Maintenance(Opt.)	Semester-I & II,
[16]	B.Sc. Biotechnology (Progressively)	Semester-I to VI,
[17]	B.Sc. Biotechnology (Opt.) (Progressively)	Semester-I to IV,
[18]	B.Sc. Sericulture Technology	Semester-I & II,
[19]	B.Sc. Networking Multimedia	Semester-III & IV,
[20]	B.Sc. Bioinformatics	Semester-I & II,
[21]	B.Sc. Hardware & Networking	Semester-I & II,
[22]	B.Sc. Animation	Semester-I & II,
[23]	B.Sc. Dairy Science & Technology	Semester-III & IV,
[24]	B.Sc. Biochemistry	Semester-III & IV,
[25]	B.Sc. Analytical Chemistry	Semester-III & IV,
[26]	B.Sc. Textile & Int. Decoration with minor changes	Semester-I & II,
[27]	B.Sc. Textile & Int. Decoration	Semester-III & IV,
[28]	B.Sc. Home Science with minor changes	Semester-I & II,
[29]	B.Sc. Home Science	Semester-III & IV,
[30]	B.Sc. Agro.Chem. & Fertilizers	Semester-III & IV,

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S-29 Nov., 2013 AC after Circulars from Circular No.55 &amp; onwards

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[31]	B.Sc. Geology	Semester-III & IV,
[32]	B.A. Statistics with minor changes	Semester-I & II,
[33]	B.A. Statistics	Semester-III & IV,
[34]	B.Sc. Statistics with minor changes	Semester-I & II,
[35]	B.Sc. Statistics	Semester-III & IV,
[36]	B.Sc. Industrial Chemistry	Semester-III & IV,
[37]	B.Sc. Horticultural	Semester-I & II,
[38]	B.Sc. Dry land Agriculture	Semester-I & II,
[39]	B.Sc. Microbiology	Semester-III & IV,
[40]	M.Sc. Computer Science	Semester-I to IV,
[41]	M.Sc. Information Technology	Semester-I to IV.

हा सुधारीत व नवीन तयार केलेल्या अभ्यासक्रमाचा आराखडा शैक्षणिक वर्ष २०१४-१५ करिता मर्यादित असेल व विद्यापरिषदेच्या अंतिम मान्यतेनंतर हे परिपत्रक नियमित ठेवण्याबाबत या कार्यालयाद्वारे नवीन परिपत्रक पारीत करण्यात येईल. तसेच सुधारीत व नवीन तयार केलेल्या अभ्यासक्रमाची प्रत विद्यापीठाच्या संकेतस्थळावर उपलब्ध आहे.

करिता, या परिपत्रकाची सर्व संबंधितांनी नोंद घ्यावी.

विद्यापीठ प्रांगण,  
औरंगाबाद-४३१ ००४.  
संदर्भ क्र.एस.यु./सा.शा./सबवि /२०१३-१४/  
६५९९-७०२  
दिनांक :- २७-०५-२०१४.

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*(Signature)*  
संचालक,  
महाविद्यालये व विद्यापीठ  
विकास मंडळ.

या परिपत्रकाची एक प्रत :-

- १) मा. परिक्षा नियंत्रक, परिक्षा विभाग,
  - २) मा. प्राचार्य, सर्व संलग्नीत महाविद्यालये,
  - ३) संचालक, युनिक यांना विनंती करण्यात येते की, सदरील अभ्यासक्रम विद्यापीठाच्या संकेतस्थळावर उपलब्ध करुण देण्यात यावेत.
  - ४) संचालक, ई-सुविधा केंद्र, विद्यापीठ परिसर,
  - ५) जनसंपर्क अधिकारी, मुख्य प्रशासकीय इमारत,
  - ६) कक्ष अधिकारी, पात्रता विभाग, मुख्य प्रशासकीय इमारत,
  - ७) कक्ष अधिकारी, बी.ए. / बी.एस्सी./ बी.सी.एस./एम.एस्सी. विभाग, परीक्षा भवन,
  - ८) अभिलेख विभाग, मुख्य प्रशासकीय इमारती मागे,
- डॉ. बाबासाहेब आंबेडकर मराठवाडा विद्यापीठ, औरंगाबाद.

NAAC 'A' Accreditation

**Dr.Babasaheb Ambedkar Marathwada University**  
**Aurangabad-431004**



**SYLLABUS OF**  
**B.Sc. Ist Year**  
**Animation**  
**Semester-I & II**

**Three Year Degree Course**  
**( Effective From :2014-15 )**



**हे ज्ञानिची पवित्रता | ज्ञानीचि आथि ||**

**Dr. Babasaheb Ambedkar Marathwada University**  
**Aurangabad-431004.**

Tel.No. : 0240-2403400/431, Fax:0240-2403113

Website : [www.bamu.ac.in](http://www.bamu.ac.in), <http://bamua.digitaluniversity.ac.in>

## **Dr. Babasaheb Ambedkar Marathwada University.**

### **Appendix 'A'**

A Candidate shall be admitted to the I year of the B.Sc.(Animation) degree course only if he/she satisfies the following condition:

1. He/ She must have passed the higher secondary (multipurpose) examination conducted by H.S.C. board Government of Maharashtra with science / technical subjects Or an Examination of any statutory University and Board recognized as equivalent thereto.

OR

He/She must have passed examination prescribed at the end of second year of the junior college conducted by the H.S.C. board, Government of Maharashtra with English, Second language, Physics, Chemistry, Mathematics and or Biology or one of the technical subjects prescribed at the said examination as the optional or elective subjects or an examination recognized as equivalent thereto.

OR

Candidate having offered prescribed vocational course (MCVC) with Computer techniques/I.T./Electronics/Electrical.

OR

Three years Diploma Course in engineering conducted by the board of technical Education, Maharashtra State.

2. He/ She must have passed at qualifying examination.

A candidate who has passed the B.Sc.(Animation) examination of this university may be allowed to present himself subsequently at the degree examination in a subject or subjects other than those he has taken earlier provided that he puts in three years of attendance as a regular candidate for First, Second and Third year in the subject or subjects concerned excluding compulsory English, Second Language and remaining optional subject(s).

A candidate shall not be allowed to appear for such examination if he has passed the higher examination.

The Degree of Bachelor of Science (Animation) shall be conferred on candidate who has pursued a regular course of study consisting of six semesters in the relevant subject as prescribed and has appeared at the end examination and passed under the credit based system in all the examination prescribed for the Degree course in the faculty.

The pattern of the examination and the scope is indicated in the syllabus.[Annexure B]

- ☒ The Number of students in a theory class shall not exceed 60.
- ☒ Maximum number of students in a batch for practical in first four semesters shall consist of 20 students and for fifth & sixth semester the batch shall consist of 15 students.
- ☒ The rules for admission to the subsequent (next) semesters will be the same as per the University guidelines.
- ☒ For Each course the concerned teacher should conduct Class tests after completion of 15 and 20 lectures.
- ☒ Final Examination will be conducted by the University based on the complete syllabus.
- ☒ Final Practical Examination will be conducted by the university and examiners will submit the marks in the prescribed format of students for practical examination to the university.

**The Number of Teaching Staff & infra-structure required to run the course will be as follow:-**

The graduation is very important phase in the life of our young students. The college responsibly is not only to deliver a quality syllabus based education, but also to motivate them to be a good healthy citizen. In this direction, the college must have sufficient facilities to run the course. A guideline is listed below. The College must have following minimum facilities:

**Infrastructure:**

1. One Class room to accommodate 60 students. (approximately 250 sq.ft.)
2. A well equipped software Laboratory having a LAN system of 30 nodes and having internet connectivity with broad band. All legal software, antivirus software, firewall be available for smooth functioning of the laboratory.
3. Staff room of 100 sq.ft. with one table and one Almeria for each faculty member.
4. One office space of 100 sq.ft. with appropriate furniture.
5. One lady room of 100 sq.ft. with attached toilet.
6. One reading room of 200 sq.ft. with seating arrangements for at least 30 people. The library may be accommodated in the library.

7. One copy of every text book among five students for each subject be available along with one copy of reference book as per the syllabus.
8. Library must subscribe for computer and scientific magazines. Appropriate general reading materials must be available for overall development of students.
9. An open space for sports activities. The college must be encouraged to have sport equipments.

**Staff:**

1. The head of the department in the scale of reader/Professor.
  2. The minimum number of teachers must be appointed as per the work load. Per semester, the work load may be computed on the basis of theory classes, tutorials and practical class per batch. Minimum number of teachers to run the course must be five excluding the head. Teachers must be appointed by the university/UGC norms. The quality of the course is directly related to quality of teachers for the course.
  3. There must be one clerk in the office to look after administrative work. The placement of all staffs must be maintained properly.
  4. One qualified librarian
- An appropriate number of class IV employees.

**Dr.Babasaheb Ambedkar Marathwada University, Aurangabad****Curriculum Structure and Scheme of Evaluation: B.Sc.(Animation)**

Sr. No.	Paper Number	Name of the Paper Titles	Scheme of Teaching	Scheme of Evaluation(Marks)		
			Th./Pract. (hrs/week)	Th./Prac ( Mark )	Exam Dur. ( in hrs.)	Total Marks
<b>I Semester</b>						
1	AN101-T	Fundamentals of Computer	3	50	2	50
2	AN102-T	C Programming Basic	3	50	2	50
3	AN103-T	Web Enabled Application Development Tools – I	3	50	2	50
4	AN104-T	Fundamental of Animation-I	3	50	2	50
5	AN105-T	Foundation Art – I	3	50	2	50
6	AN106-T	Communication Skill – I	3	50	2	50
7	AN107-P	Pr. Based on Window Env. & Desktop	6	50	1½	50
8	AN108-P	Pr. Based on C Prog.	6	50	1½	50
9	AN109-P	Pr. Based on Web Enabled Appl. Dev. Tools – I	6	50	1½	50
10	AN110-P	Pr. Based on Fond. Art-I	6	50	1½	50
<b>II Semester</b>						
1	AN201-T	GUI & Open-Office	3	50	2	50
2	AN202-T	Graphics with C	3	50	2	50
3	AN203-T	Web Enabled Application Development Tools – II	3	50	2	50
4	AN204-T	Animation with Anima8or	3	50	2	50
5	AN205-T	Foundation Art – II	3	50	2	50
6	AN206-T	Communication Skill – II	3	50	2	50
7	AN207-P	Pr. Based on Graphics with C & Open Office	6	50	1½	50
8	AN208-P	Pr. Based on Anima8or	6	50	1½	50
9	AN209-P	Pr. Based on Web Enabled Appl. Dev. Tools – II	6	50	1½	50
10	AN210-P	Pr. Based on Fond. Art-II	6	50	1½	50



**B.Sc.(Animation)  
I Semester**



**Course :** B.Sc.(Animation) I Seme.

**Max. Marks :** 50

**Paper Title:** Fundamentals of Computer

**Paper No. :** AN101-T

- 1. Introduction:** Characteristics of Computers; The Evolutions of Computers; Computer Generations, Classification of computers based on size and application like Notebook Computers; Personal Computers (PCs); workstations; Mainframe Systems; Super Computers; Clients and Servers etc.
- 2. Basic Computer Organization:** Block diagram of Computer, Interrelationship between different units : Input Unit; Output Unit; Storage unit; Arithmetic Logic Unit; Control unit; Central Processing unit; The System Concept
- 3. Processor and Memory:** The Central Processing Unit (CPU) The Control Unit, Arithmetic Logic Unit (ALU), Instruction Set, Registers, Processor Speed, Types of Processors;  
**Main Memory:** Memory Organization, RAM, ROM, PROM and EPROM, Cache Memory.  
**Secondary Storage Devices:** Sequential and Direct-Access Devices; Magnetic Tape, Hard Disk, Optical Disks: Basic principles of Operations, Advantages and limitations;
- 4. Types of Software:** system Software, Application Software; Overview (function) of different types of system softwares: Operating Systems, Language Translators, utility Programs, and Communication Software. Overview of different types of Application Software: word Processing, spreadsheet, Database, graphics Personal assistance, Education, entertainment Software.
- 5. Input-output Devices:** Characteristics of I/O devices. Input Devices (Keyboard Devices, Point-and -Draw Devices, Data scanning Devices, Digitizer, electronic Card reader, Voice Recognition Devices, Vision-Input System); output Devices (Monitors, printers, plotters, Screen Image Projector, Voice Response System).

**Text Books:**

1. Fundamentals of Information Technology; By Chetan Srivastava, Kalyani Publishers
2. Fundamentals of Computers: By V.Rajaraman, PHI Publication, IVth Edition.
3. Fundamentals of Programming: By Raj K.Jain, S.Chand Publication
4. D. H. Sanders, "Computers Today", McGraw Hill, 1988.

**Reference Books:**

1. Computer Fundamental By B.Ram, BPB Publication.

**Course :** B.Sc.(Animation) I Seme.

**Max. Marks :** 50

**Paper Title:** C Programming Basics

**Paper No. :** AN102-T

**1. Introduction :**

- Overview of C, History of C language, C as a Structured Language, Features of C.

**2. Basic Elements & Operators**

- Character set, C Token, Identifier & Keywords, Variables
- Constant and its types: Integer constant, floating point constant, character constant, string constants.
- Operators: Arithmetic, Relational, Logical, Unary operators: Increment & decrement Assignment and Conditional operator.
- Precedence & Associativity of Operators

**3. Data Types**

- Data Types: *int, char, float, double*. Declaration & Initialization.
- Type modifier: long, short, signed & unsigned

**4. C Program & I/O statements**

- Structure of C Program, Compilation & Execution of C program
- I/O: Introduction, Formatted Input/Output function: *scanf & printf*, Escape sequence characters.
- Library functions: String, Math, Stdio

**5. Control and Iterative Statements :**

- Simple if, nested if, if-else, else if ladder
- Switch-case statement
- The conditional expression (*?:* operator)
- *while* and *do-while* loop, and *for* loop
- *break & continue* statement, *goto* statement

**6. Arrays:**

- Introduction, Declaration and initialization Accessing array elements, Memory representation of array.
- One dimension and multidimensional arrays, character array, Introduction to string.

**Text Books::**

1. Let us C : Y.P. Kanetkar [bpb publication]
2. Programming in C : E. Balaburuswamy [Tata macgraw hill]
3. Programming in C : Goterfried [Shaums' Series]

**Reference Books:**

1. Spirit of "C" : Moolish Kooper.

**Course :** B.Sc.(Animation) I Seme.

**Max. Marks :** 50

**Paper Title:** Web Enabled Application Development Tools - I

**Paper No. :** AN103-T

### 1. **Basic concepts**

- Web standard : Standard Process, Advantage of Standard, Current Web Standard.
- Basic web designing: Introduction to web browser, architecture of web browser, web page, Static & dynamic web pages, home page, web-site. Web-servers & clients.
- Basic's of Internet, Internet Domains
- Protocols definition, Overview of TCP/IP, Telnet, FTP
- Communication between browser and web server

### 2. **Introduction to HTML**

- Structure of HTML program
- **HTML paired tags, Singular Tag**
- **Text formatting:** paragraph, line break, headings , drawing lines.
- **Text styles:** Bold, italics, underline.
- **Centering & Spacing**

### 3. **HTML**

- **Lists:** types of lists viz. unordered, ordered, definition lists
- **Adding graphics:** image, background, border, using width and height attributes.
- **Tables:** creation and setting attributes of table, width & border attribute, Cell Padding, Cell Spacing, Colspan & Rowspan Attributes, background color.
- **Linking documents (Links):** External document references, internal document references.
- **Introduction to frames:** frameset and frame tag.

### 4. **Introduction to DHTML**

- Overview of dynamic HTML.
- **Cascading Style Sheets:** Font Attributes, Color & background Attributes, Text Attributes, border & Margin Attributes, List Attributes.
- **Class**
- **Using the <SPAN>...</SPAN> , <DIV> ... </DIV> Tag.**
- External Style Sheets.

### 5. **Introduction to javascript:**

- Javascript in web pages, Advantages of Javascript, Writing Javascript into HTML, Basic Programming Techniques, Operators and expressions in Javascript,

### **Text Books:**

1. Web Enabled commercial Application Development Using HTML, DHTML, JavaScript by - Ivon Bayross.
2. Complete reference HTML
3. JavaScript Bible.

**Course :** B.Sc.(Animation) I Seme.

**Max. Marks :** 50

**Paper Title:** Fundamental of Animation - I

**Paper No. :** AN104-T

**1. Introduction :**

What is graphics, Application of graphics, Elements of Graphics workstation, Graphics input/output devices, Keyboard, Trackball, Joystick, Light Pen, Digitizer Tablets, Mouse, Touch Screen, Image Scanners, Vector And raster graphics.

**2. Graphics Display Devices:**

Raster Scan System, Random Scan System, Arch. Of Raster and Random Scan Display, Refresh CRT, Plasma Panel Display, Liquid Crystal Displays.

**3. Image Capturing Methods:**

**Devices:** Scanner, Digital Camera etc.

**Various attributes of images:-**size, colour, depth etc. various image file format-BMP, PNG, JPG, TIFF - their features and limitations. Graphics file format conversions.

**Component of Multimedia:**

- **Text:** Types of Text, Unicode standard, fonts, Insertion of text, File Format.
- **Image:** Image Types, Seeing Color, Color Model: RGB, CMYK, Specification of Digital Image, Image File Formats.
- **Sound:** Digital Sound standards, types of Sound File Formats

**4. Animation:**

Basics of animation, Historical Background, Principle and use of animation in multimedia, Types of Animation, effect of resolutions, pixel depth, image size on quality and storage. Overview of 2D and 3D animation techniques.

**TextBooks:**

- 1) **PRINCIPLES OF MULTIMEDIA** – Ranjan Parekh, 2007, TMH.

**References:**

1. **Multimedia Magic**, Gokul, S.,: BPB.
2. **Multimedia Making it work**, Vavghan, by Tata McGraw Hill,
3. **Computer Graphics**, Hearn and Baker, by PHI,

**Course :** B.Sc.(Animation) I Seme.

**Max. Marks :** 50

**Paper Title:** Foundation of Art - I

**Paper No. :** AN105-T

**1. Introduction to Art History:**

Significance of History of Art & Culture, Prehistoric Indian Arts, Indus Valley Civilisation, Origin of the Aryan Art, Rise of Buddhist Art, Mauryan Art, Development of the Stupa Architecture.

**2. Introduction to Drawing**

How to Draw, How to Choose a Pencil, How to improve you're Drawing Skills  
**Basics of Sketching & Drawing (with practice):** Lines in different grades of pencils HB +0.8b, Shading in pencil medium, shading in different angles of pencil strokes, formatting in different textures with pencil, shading,

**3. Drawing Geometrical Shapes and Forms**

Draw a Box, Draw a Circle, Draw a cylinder, Draw a Hexagon, Draw a Perfect Pentagon, Draw a Octagonal Based Pyramid.

**4. Drawing Real Life Shapes and Forms**

Draw a Cartoon, Car, Draw a Simple House.  
Forming of sky, land, stones, deserts, trees & plants, roadsides, rivers.

**5. Drawing Text, Lettering and Perspective**

Draw 3D Block Letters, Draw Bubble Letters, Make an Ambigram, Calligraphy Writing, Design a Logo.  
**Perspective:** One-point Perspective, Two-point Perspective, Perspective in lines in landscapes, different head shapes, characters,

**Reference Books :**

1. Indian Art History by Jay Prakash Jagtap.
2. Human anatomy by-Victor Ferard
3. Figure drawing made easy by-Aditya Chari
4. Perspective By Milind Mulik -- Jyotsna Prakashan

**Course : B.Sc.(Animation) I Seme.**

**Max. Marks : 50**

**Paper Title: Communication Skills in English-I**

**Paper No. : AN106-T**

**1. Basic Communication Skills**

- i. Meaning and Importance; Process of Communication, feedback
- ii. Barriers in communication, Types of communications
- iii. Oral communication and Written communication.

**2. Basic Grammar**

- i. Words and Sentences; Structure and types of sentences.
- ii. Tenses
- iii. Articles; Prepositions; Modal Auxiliaries

**3. Writing Skills**

- i. Importance of written communications
- ii. Characteristics of good written communication ('C's of communication)
- iii. Paragraph writing;
- iv. Agenda; Notice and Minutes
- v. Letter writing; Job Application and Curriculum Vitae
- vi. Reports

**4. Reading Skills**

- i. Meaning and Importance of Reading
- ii. Styles of reading (Skimming and scanning)
- iii. Reading Comprehension: Silent reading and Loud reading
- iv. Reading speed

**5. Oral Communication Skills & Conversational Skills**

- i. Greetings
- ii. Introducing (formal and Informal)
- iii. Suggestions, Requests, Complains etc

- iv. Group Discussion: Preparation and practice
- v. Presentations: Importance and preparation
- vi. Interview: Types and purposes; preparation for cracking interviews

**References:** 1) English for Practical Purposes- Z. N. Patil; B.S Valke; Ashok THorat; Zeenat Merchant  
2) Communication Skills : Krishne Mohan ; Meera binary  
3) Business Communication: S. M Rai; Uma Rai

**Course :** B.Sc.(Animation) I Seme.

**Max. Marks :** 50

**Paper Title: Windows Env. & Desktop**

**Paper No. :** AN107-P

- 1) How to start computer & Shut down Computer,
- 2) Windows Environment , startup Menu, control Panel ,User Account, Desktop Awareness.
- 3) **Windows Explorer:** Creating, deleting & Renaming a file or folde , Copy, Moving, & Deleting file or Folder.
- 4) **Calculator & System Tools**
- 5) **Control Panel:** Device & Printer, Fonts, Region & Language, Device Manager,
- 6) **Notepad & TextPad :** File , Edit & Format Menus & its Submenus studies.
- 7) **Ms- Paint** – The image- Crop, Resize and Skew, Flip/ Rotate, invert selection,Setting your picture as Desktop Background, Uses of all menus & Tools: Image, Brushes, Shapes, Colors.

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**Course :** B.Sc.(Animation) I Seme.

**Max. Marks :** 50

**Paper Title:Pr. Based on C Programming**

**Paper No. :** AN108-P

- Any 20 Practical program based on the syllabus of C Prog. Language using if, if.. else, nested if else , switch, while, for, do while.

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**Course :** B.Sc.(Animation) I Seme.

**Max. Marks :** 50

**Paper Title:Pr. Based on W.E.A.D. Tools**

**Paper No. :** AN109-P

- Any ten Practical based on the individual HTML Tags & Designing of the webpage.

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**Course :** B.Sc.(Animation) I Seme.

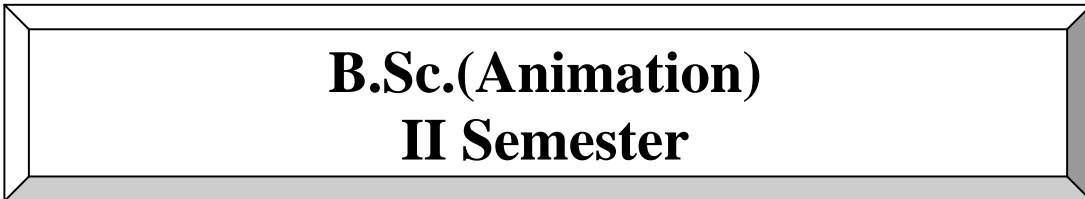
**Max. Marks :** 50

**Paper Title:Pr. Based on Foundation Art-I**

**Paper No. :** AN110-P

- Any ten Assignment based on hand on practice for drawing.





**B.Sc.(Animation)  
II Semester**

Course : B.Sc.(Animation) II Seme.

Max. Marks : 50

Paper Title : GUI & Office Suite

Paper No. : AN201-P

- 1 GUI Operating System:** Mouse Practice, Starting, Login, Shutdown, Exploring Directories, Resizing, Moving, Minimizing, closing of software windows, familiarization with file icons, Launching Applications, Deleting, Renaming files, Managing Directories, Searching for files, Using Accessories.
- 2 Web Browser:** Basic Browsing, Buttons: forward, backward, home, adding to favorites, stop, save, save as, Saving an Image from the Web, printing, Specifying a Home Page, **Browsing:** Using Web URLs, Anatomy of a URL, Membership Websites: Signing up for email service, **Searching:** Academic Search on the web.
- 3 Word Processing Tool:** Menus, Shortcut menus, Toolbars, Customizing toolbars, Creating and opening documents, Saving documents, Renaming documents, Working on multiple documents, Close a document ; **Working With Text :** Typing and inserting text, Selecting text, Deleting text, Undo, Formatting toolbar, Format Painter, Formatting Paragraphs: Paragraph attributes, Moving, copying, and pasting text, The clipboard, Columns, Drop caps; **Styles :** Apply a style, Apply a style from the style dialog box, Create a new styles from a model, Create a simple style from the style dialog box, Modify or rename a style, Delete a style; **Lists :** Bulleted and numbered lists, Nested lists, Formatting lists **Tables :** Insert Table button, Draw a table, Inserting rows and columns, Moving and resizing a table, Tables and Borders toolbar, Table properties **Graphics :** Adding clip art, Add an image from a file, Editing a graphic, AutoShapes; **Spelling and Grammar:** AutoCorrect, Spelling and grammar check, Synonyms, Thesaurus; **Page Formatting:** Page margins, Page size and orientation, Headers and footers, Page numbers, Print preview and printing. **Mail Merge:** Create, Start Mail Merge Wizard, Write and insert Fields, Preview Review and Print.
- 4 Spreadsheet Basics:** Screen elements, Adding and renaming worksheets, The standard toolbar - opening, closing, saving, and more; **Modifying A Worksheet,** Moving through cells, Adding worksheets, rows, and columns, Resizing rows and columns, Selecting cells, Moving and copying cells,, Freeze panes; **Formatting Cells:** Formatting toolbar, Format Cells dialog box, Dates and times; **Formulas and Functions:** Formulas, Linking worksheets, Relative, absolute, and mixed referencing, Basic functions, Function

Wizard, Autosum, **Sorting and Filling:** Basic ascending and descending sorts, Complex sorts, Autofill; Alternating text and numbers with Autofill, Autofilling functions; Graphics; Adding clip art; Add an image from a file; Editing a graphics; AutoShapes; **Charts:** Chart Wizard; Resizing a chart; Moving a chart, Chart formatting toolbar; **Page Properties and Printing:** Page breaks, Page orientation, Margins, Headers, footers, and page numbers, Print Preview, Print; Keyboard Shortcuts.

- **Presentation Tool:** AutoContent Wizard, Create a presentation from a template, Create a blank presentation, Open an existing presentation, AutoLayout, Presentation Screen: Screen layout, Views, Working with Slides: Insert a new slide, Applying a design template, Changing slide layouts, Reordering slides, Hide slides, Create a custom slide show, Edit a custom slide show Adding Content: Resizing a text box, Text box properties, Delete a text box, Bulleted lists, Numbered lists, Adding notes, Video and Audio Working with Text: Adding text, Editing options, Formatting text, Replace fonts, Line spacing, Change case Spelling check Color & Background: Color schemes, Backgrounds, Graphics, Adding clip art, Adding an image from a file, Editing a graphic, AutoShapes, WordArt Slide Effects: Action buttons, Slide animation, Animation preview, Slide transitions, Slide show options, Master Slides, Slide master, Header and footer, Slide numbers, Date and time Saving and Printing, Save as a web page, Page setup, Print
- **Integrating Programs** Word, spreadsheet and Presentation.

Reference Book:

1. **Fundamentals of Information Technology Including MS Office, By Maidasani**
2. **MS-Office, By Dr. S.S. Srivastava**

**Course :** B.Sc.(Animation) II Seme.

**Max. Marks :** 50

**Paper Title:** Computer Graphics with C

**Paper No. :** AN202-T

**1. Introduction:**

- Application areas of Computer Graphics, overview of graphics systems. Graphics primitives: video-display devices, and raster-scan systems, random scan systems.

**2. Graphics in C:**

- Introduction to graphics : initgraph(), detectgraph() and closegraph() function, Drawing object in C , Line, Circle, Rectangle, Ellipse, Changing foreground & background colors, Filling object by color function.

**3. Advanced Function in Graphics.h** drawpoly, fillpoly, floodfill, getcolor,

**4. Text Handling & fonts Setting :** settext, outtext,style,fonts,coloring.

**5. Image Capture using Library Function :** cleardevice(),clearviewport(), getviewsetting, imagesize, getimage(), fillimage(), putimage(), setviewport(), moving the image.

**Text Books::**

1. Let us C : Y.P. Kanetkar [bpb publication]
2. Programming in C : Goterfried [Shaums' Series]

**Course :** B.Sc.(Animation) II Seme.

**Max. Marks :** 50

**Paper Title:** Web Enabled Application Development Tools - II

**Paper No. :** AN203-T

### **1. Introduction**

- JavaScript Overview, JavaScript Syntax, Type of JavaScript, Embedding Script In HTML File.
- Variable

### **2. Operators**

- Arithmetic, Logical, Comparison, Assignment, Conditional

### **3. Conditional Statement & Looping Statement**

- If, If. Else
- Switch
- While
- Do/while
- For

### **4. Function & Object**

- Passing Parameter to function
- Returning a value from function
- Creating Object
- Accessing Object Properties & Method
- Array Object
- String Object
- Date Object
- Math Object
- Window Object
- Navigator Object

### **5. Event Handling**

- Event Type:
- Mouse Events
- Frame/Object Events
- Form Events

**Text Books:**

1. Web Enabled commercial Application Development Using HTML, DHTML, JavaScript by - Ivon Bayross.
2. JavaScript Bible.

**Course :** B.Sc.(Animation) II Seme.

**Max. Marks :** 50

**Paper Title:** Animation with Anima8or

**Paper No. :** AN204-T

**Unit – 1 :**

1. Introduction to Anim8or Software
2. Basics
3. Object Editor - Basics and Object/Edit Mode,

**Unit – 2 :**

4. Object Editor - Object/Point Mode,
5. Figure Editor
6. Sequence Editor,
7. Scene Editor,

**Unit – 3 :**

8. Animation,
9. Materials,
10. Scripts.

**Reference:**

1. **Manual of Anim8or Software: Free download Manual & Software from the website**  
: <http://www.anim8or.com/main/index.html>

**Course :** B.Sc.(Animation) II Seme.

**Max. Marks :** 50

**Paper Title:** Foundation of Art - II

**Paper No. :** AN205-T

**1. Colour Theory:**

Colour and Colour Identification, Colour Theory, Colour Characteristics and value, Colour Mixtures, Importance and uses of Colours in our Life.

**2. Drawing Cartoon Characters**

Draw a Cartoon Man, Draw a Funny Looking Face, Draw a Simpsons / Doreman / Sinchen Character, Draw a Cartoon like Face, Draw a Cartoon Cat, and Draw a Cute Cartoon

**Cartoon and Comic Drawing:** Draw a Stick Figure, Draw Monsters, Draw a Sea Creature.

**3. Drawing Animals**

Draw Realistic Animals with Depth, Draw an Elephant, Draw a Horse, Draw a Bird, Draw a Cat, Draw a Dog, Draw a Dog Face, Draw a Frog

**4. Drawing Realistic ( Human Anatomy)**

Draw Basic Human Figures, Draw a Body, and Draw gestures,

**5. Drawing Individual Human Body Parts**

Draw Heads, Rotation in Arcs, Muscles, Hands & Legs, and

Draw Human Faces with Facial expressions, Draw Eyes, Mouth & Nose

**Reference Books :**

1. Colour Theory by Prof. Jayprakash Jagtap.
2. Human anatomy by-Victor Ferard
3. Figure drawing made easy by-Aditya Chari
4. Perspective By Milind Mulik -- Jyotsna Prakashan



**Course : B.Sc.(Animation) II Seme.**

**Max. Marks : 50**

**Paper Title: Communication Skills in English-II**

**Paper No. : AN206-T**

**1. Basic Grammar**

- a. Usages of Verbs, Conjunctions, Articles, Modal Auxiliaries;
- b. Clauses: Simple sentences, Compound Sentences and Complex sentences.
- c. Voice: Active voice and Passive voice

**2. Business Correspondence**

- a. Notice, Agenda and Minutes: Format and Language
- b. Business Letters: Formats and Layouts
- c. Job Application and Curriculum Vitae

**3. Group Communication and GD**

- a. **Meetings;** Planning and preparation for meeting
- b. **Group Discussion:** Concept, Purpose, and Importance
- c. Principles of GD; Planning and preparation for successful GD

**4. Interviews Skills**

- a. Types of Interviews, Planning and preparation for Interview, Interviewer and Interviewee (Candidates), How to be successful in cracking successful interview;
- b. Viva Voce

**5. Personality Development and Body Language:**

- a. Concept of personality, Aspects of personality; Body language, different signal thrown by body language.

**Text Book:**

- 1. Communication Skill for Effective Management – Dr. Anjali Ghanekar
- 2. Developing Communication Skills – Krishna Mohan & Meera Banerji
- 3. Business Communication - Urmila Rai & S.M.Rai

**Course :** B.Sc.(Animation) II Seme.

**Max. Marks :** 50

**Paper Title:** Pr. Based on Graphics in C & Open Office

**Paper No. :** AN207-P

- Any 5 Practical program using graphics Function of C : include imagecapture, moving image.
  - Any 5 Practical based on Word, Spreadsheet & Presentation.
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**Course :** B.Sc.(Animation) II Seme.

**Max. Marks :** 50

**Paper Title:** Pr. Based on Anima8or

**Paper No. :** AN208-P

- Any 10 Practical using the Anima8or Software as per the instruction of the faculty concerne.
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**Course :** B.Sc.(Animation) II Seme.

**Max. Marks :** 50

**Paper Title:** Pr. Based on W.E.A.D. Tools-II

**Paper No. :** AN209-P

- Any 10 Practical based on java script & Designing of the webpages along with the form validation as per the instruction of the faculty concerne.
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**Course :** B.Sc.(Animation) II Seme.

**Max. Marks :** 50

**Paper Title:Pr. Based on Foundation Art-I**

**Paper No. :** AN210-P

- Any ten Assignment based on hand on practice for drawing.

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