

Bachelor of Science in Multimedia	
BSc MM-I Semester	
Course Name:- Basic Computer Skills – AMT -101	
CO1	Understanding the concept of input and output devices of Computers.
CO2	Learn the functional units and classify types of computers, how they process information and how individual computers interact with other computing systems and devices.
CO3	Understand an operating system and its working, and solve common problems related to operating systems
CO4	Learn basic word processing, Spreadsheet and Presentation Graphics Software skills.
Course Name:- Principles of Animation – AMT - 102	
CO1	Skill development in storyboards and 2-dimensional animation including creating, importing and sequencing media elements to create multi-media presentations.
CO2	Emphasis will be on conceptualization, creativity, and visual aesthetics.
CO3	This course takes the students through various aspects of animation using a variety of 2 dimensional software.
CO4	Developing concepts, storyboarding and production of several 2 dimensional animations will be accomplished.
Course Name:- Design and Communication Process – AMT - 103	
CO1	Demonstrate colour theory in digital media.
CO2	Categorize file formats in digital art.
CO3	Categorize the role of raster graphics in digital media.
CO4	Apply vector art in creating graphics and illustration.
CO5	Plan image manipulation and magazine design cover in digital art
Course Name:- Basic Computer Skills Lab – AMT - 104	
CO1	Performing basic editing functions, formatting text, copy and moving objects and text.
CO2	Learning the formatting skills on paragraphs, tables, lists, and pages.
CO3	Knowledge on navigating the Word Ribbon Interface.
CO4	Understanding the process of inserting graphics, pictures, and table of contents, Drop Cap.
CO5	Learning the utilities of Auto text, AutoCorrect, Footnotes and Bookmark.
Course Name:- Principles of Animation Lab – AMT - 105	
CO1	To innovate the students to record from first-hand experience and from imagination, and to select their own ideas to use in their work.
CO2	To develop creativity and imagination through a range of complex activities.
CO3	Improving the ability to control materials, tools and techniques.
Course Name:- Design and Communications Lab – AMT 106	
CO1	Demonstrate colour theory in digital media.

CO2	Categorise file formats in digital art.
CO3	Categorise the role of raster graphics in digital media.
CO4	Apply vector art in creating graphics and illustration.
CO5	Plan image manipulation and magazine design cover in digital art.
CourseName:-Experimental Animation Lab– AMT 107	
CO1	Describe the various elements of Animation
CO2	Understand the role played by Traditional and Modern Type of Animation
CO3	Learn to add pictures, graphics, sound and animation to prepare a project.
CO4	Learn the presentation skills and ideas with creativity by using Clay tools.
CourseName:-Basic Art Lab AMT-108	
CO1	Define the role of different medium and materials.
CO2	Analyzeimportance of Perspective.
CO3	Utilizing perspective drawing from real life
CO4	Apply Light and shade in Art.
CO5	Apply accurate anatomy characteristics in figure drawing.
B.Sc MM -IISemester	
CourseName:-Communication Skills–AMT 201	
CO1	Students will be able to learn the knowledge of human communication and languageprocesses as they occur across various contexts, e.g., interpersonal, intrapersonal, small group, organizational, media, gender, family, intercultural communication,technologically mediated communication, etc. from multiple perspectives.
CO2	Students will be able to analyze the audience to effectively deliver the message orally.
CO3	Students will be able to practice etiquettes and proper body language to communicate insociety.
CourseName:-Color Theory & Image Graphics Lab–AMT 202	
CO1	Demonstratecolour theory in digital media
CO2	Categorise file formats in digital art.
CO3	Categorise the role of raster graphics in digital media.
CO4	Apply vector art in creating graphics and illustration.
CO5	Plan image manipulation and magazine design cover in digital art.
CourseName:- 2D Animation Lab. – AMT 203	
CO1	List the techniques in creating 2D animation.
CO2	Analyze timing and sequencing of Animation.
CO3	Apply the techniques of animation staging for creating a scene.
CO4	Compare the application for exporting animation file.
CO5	Design 2D animation with background in a scene.
CourseName:-3D Animation -1 Lab– AMT 204	

CO1	Students will be able to classify any animation movie
CO2	Examine object behavior in 3D space
CO3	Demonstrate tools and techniques required for PolyModeling and and UV unwrapping
CO4	Exhibit Modeling and Texturing techniques for props, using 3DS Max Modifiers.
CourseName:-Cell Animation -1 Lab–AMT 205	
CO1	Students will be able to classify any animation movie according to the respective animation
CO2	Students will be able to create visually effective drawings for animation with acquire knowledge of drawing techniques.
CO3	Students will be able to implement the knowledge of gesture drawings and moods.
CO4	Students will be able to drawing techniques to create realistic human action, gestures and moods.
CourseName:-Computer Programming Lab – AMT 206	
CO1	Understand the concepts and terms used to describe languages that support the imperative, functional, object-oriented, and logic programming paradigms.
CO2	Solve problems using the functional paradigm.
CO3	Solve problems using the object-oriented paradigm.
CO4	Solve problems using the logic programming paradigm.
CO5	Critically evaluate what paradigm and language are best suited for a new problem.
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CourseName:-Web Designing Technologies– AMT 301	
CO1	Students are able to develop a dynamic webpage by the use of java script and DHTML.
CO2	Students will be able to write a well formed / valid XML document.
CO3	Students will be able to connect a java program to a DBMS and perform insert, update and delete operations on DBMS table.
CO4	Students will be able to write a server side java application called Servlet to catch form data sent from client, process it and store it on database.
CourseName:-Animation Modeling Lab – AMT 302	
CO1	Examine object behaviour in 3D space
CO2	Demonstrate tools and techniques required for NURBS modelling and UV unwrapping.
CO3	Create simple Animations including Expressions, constraints and cycles using dope and graph editor.
CO4	Exhibit Rigging techniques for props, using deformer, and basic understanding of joints and control types.
CO5	Demonstrate Skinning techniques for various objects.
CourseName:-Fundamentals of Pre-Production– AMT 303	
CO1	Discuss about production process.
CO2	File formats – audio, video and film.
CO3	Understand the concept of production process and techniques.
CO4	Analyze the different aspects of set design, CGI and VFX.
CourseName:-Digital Film Making Lab– AMT 304	
CO1	Develop a story for practical film making.
CO2	Analyze the theme and plan of execution for preferred media.

CO3	Evaluate the significance of elements in film making.
CO4	Compose and edit the film for desired concept.
CourseName:-Print & Advertising Graphic Design Lab– AMT 305	
CO1	Discuss about the Print pipeline an overview-Creative Process.
CO2	Review & analyze Art of Graphic Designing and Advertising.
CO3	The Word-Spoken & Written.
CO4	Advertising Creative Flyers, Posters, Cards.
CourseName:-Character Animation 1 Lab – AMT 306	
CO1	Critical thinking
CO2	Information Literacy
CO3	Computer / Technology Usage
CO4	Aesthetic / Creative Activities
B.Sc MM –IV Semester	
CourseName:-Essentials of Execution & PostProduction– AMT 401	
CO1	To construct narratives through visual post-production processes.
CO2	To demonstrate an understanding of the technologies and concepts used in visual post-production
CO3	To apply knowledge of the production pipeline, file formats and workflow necessary to collaborate in a post-production environment.
CO4	To apply screen theory through creative practice.
Course Name:-Virtual Set Designing Lab– AMT 402	
CO1	Gained basic concepts and understanding of tools related to 3D production.
CO2	Become comfortable with basics of modeling, lighting, texturing and rendering.
CO3	Understand the fundamentals of strong 3D design.
Course Name:-Camera & Lighting Techniques Lab–AMT 403	
CO1	Discover the significance of light and surface properties in real life and CG.
CO2	Evaluate the role of different elements in CG lighting and shading.
CO3	Appraise the strategies for tools and techniques for Lighting in CGI for production.
CO4	Compose a visual expression for artwork for desired styling.
Course Name:-Texturing and Shading Lab – AMT 404	
CO1	Understand important modeling principles and advanced techniques for creating an optimized 3D model.
CO2	Compare the connection between 2D and 3D thinking through a different approach to 3D modeling.
CO3	Perform a master skill with different types of topological project.
CO4	Baking all essential maps for a studio environment.
Course Name:-History of Motion Picture Industry– AMT 405	
CO1	Discover the significance of cinema and its evolution.
CO2	Evaluate the role of pioneers in cinema.
CO3	Analyzing the workflow in Studio by different pioneers.
CO4	Evaluate the significance of theories in cinema and films.
Course Name:-Animation - Rigging Lab– AMT 406	
CO1	Create and edit hierarchies within a 3D environment
CO2	Identify pivot point locations of nodes, groups and other 3D objects
CO3	Apply procedural deformers to geometry for animation
CO4	Generate conceptual skeleton for 3D models
CO5	Create rigging controls for joint chain skeleton.

B.Sc MM –V Semester	
Course Name:-Fundamentals of Aesthetics–AMT 501	
CO1	Use aesthetic criteria to evaluate creative process or product.
CO2	Use domain-appropriate criteria to evaluate the creative process or product.
CO3	Explain how artists use specific design concepts to convey meaning.
CO4	Develop a response to a creative work that is aesthetic in nature (that is, includes reference to ways the elements of art and/or principles of design contribute to the response)
Course Name:-Television Graphics & Animation Lab– AMT 502	
CO1	Students will learn the evolution of the traditional methods of compositing to the modern techniques.
CO2	Students will learn the color manipulation used for digital image generation.
CO3	At the end of this module, the students will learn the application of the Layer based compositing software – After Effects, Maya
Course Name:-Media Theory– AMT 503	
CO1	Enable students to understand historical and theoretical ways of thinking about media. Thus, producing disciplinary knowledge of media studies.
CO2	Media is part of the socio-political-cultural habitation. In asking students to investigate media this Subject promotes ethical awareness and reasoning in the use of media.
CO3	Given that this Subject engages with media in relationship to everyday lived experience, it allows for reflective thinking.
Course Name:-Acting & Directing for Animation Lab – AMT 504	
CO1	Describe acting techniques used to convey a performance specific to a given scenario.
CO2	Develop a range of gestures and dialog in order to create convincing characters that display emotions such as motivation, intention and a believable thinking process.
CO3	Apply your personal acting sensitivity to a specific story situation.
CO4	Create, evaluate and reflect on the effectiveness of acting choices that communicates emotion.
CO5	Constructively discuss and critique acting concepts and techniques employed by you and your peers.
Course Name:-Digital Compositing Lab – AMT 505	
CO1	Analyse and breakdown professional compositing examples.
CO2	Create visual elements suitable for compositing as optical and visual effects.
CO3	Create workflows and pipelines for compositing.
CO4	Create digital images and effects that explore both experimental and conventional digital and optical techniques.
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Course Name:-Publicity Designing & Media Laws – AMT 601	
CO1	Concept of news and new process.
CO2	Understanding Newspaper consumption, readership.
CO3	Newspaper business and importance of editorial policies.
CO4	Impart understanding of media laws and ethics essential for every media professionals.
Course Name:-Special Effects in Feature Films Lab– AMT 602	

CO1	Discover the significance and evolution of Special Effects.
CO2	Appraise the strategies for tools and techniques in motion graphics
CO3	Apply the graphical illustrations to produce interactive graphics.
CO4	Compose a visual expression for Artwork using motion graphics.
Course Name:-Introduction to Game Designing Lab– AMT 603	
CO1	Ability to explain 3D game ecosystem.
CO2	Ability to design the resources for a 3D game development.
CO3	Ability to describe pipeline techniques required for a 3D game.
CO4	Ability to project the game mechanism and its interface.
Course Name:-Animation Dynamics Lab– AMT 604	
CO1	Understand the fundamentals of the science behind the dynamic's simulation.
CO2	Understand the fundamentals of procedural animation and effects using maya dynamics.
CO3	Create effects using particles like dust, fire, crowd, water spray and many more.
CO4	Demonstrate dynamics using scripts.
CO5	Develop artistic expression in creation and its propagation in production for CGI.