



Sant Baba Bhag Singh

UNIVERSITY

LEARN | ACHIEVE | SUCCEED

PO, PEO, PSO and CO

of

(Animation and Multimedia)

Sen
Dr. Seenu
(Dean)



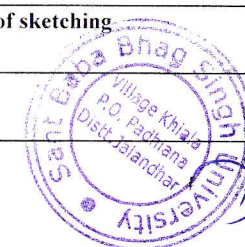
B.Sc. C++

| SANT BABA BHAG SINGH UNIVERSITY, KHALA -1430030, JALANDHAR | | |
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| Institute Name: | University Institute of Computer Application and Information Sciences | |
| Department Name: | Computer Science and Applications | |
| Programme Name: | B.Sc(AM) | |
| Number of Semesters | 6 | |
| Vision: | To prepare well educated and technologically qualified computer professionals to meet the demands of demanding industries and societal needs | |
| Mission: | 1. Establish contact between industry and academia to make it easier for students to work skilfully in the industrial environment 2. Adopt the best methods of pedagogy and have the best services, infrastructure and environment to imbibe professional expertise and ethics practice. | |
| Details of Programme Educational Objectives, Program Outcomes, Program Specific Outcomes | | |
| S.No. | Programme Educational Objective (PEO) (The Graduate/Undergraduate will....) | |
| 1 | PEO1. | To excellence the students in the computer profession by providing the requisite knowledge and skills to achieve success in this dynamic, fast-changing technology environment. |
| | PEO2. | Through using scientific methods students can solve computerized problems in real time through studying, designing, implementing and testing the problems. |
| | PEO3 | To enhance their skills and knowledge which help them to build their career in computer related filed |
| | PEO4 | reveal the considered necessary vital questioning and verbal exchange abilities. |
| Programme Outcomes (PO)(At the end of Programme/Degree mentioned above , the graduates will be able to) | | |
| 2 | PO1. | Modern Tool Usage: Developing, choosing and applying correct methods, resources and existing engineering and IT software on the simulation and modeling side of advanced engineering sports practices with limitations know-how. |
| | PO2. | Design and Development of Solutions: layout IT hassle answers and tool elements that fulfill exclusive needs. |
| | PO3 | Societal Impact: Acquire and apply specialized scientific awareness and take part in sustainable development. |
| | PO4 | Critical Thinking: This application allowed the students to improve their logical thinking, improving the students ' mental mind and conclusions during the 3 year observe cycle and the curriculum. |
| Programme Specific Outcomes (PSO) | | |
| 3 | PSO1. | discover technological abilties in one-of-a-kind computer era areas and enjoy an surroundings conducive to ability constructing for productive career, entrepreneurship and higher studies. |
| | PSO2. | Prepare user familiar and network oriented solutions focused on smartphone, internet or cloud. |
| | PSO3 | Gain the capability to layout and develop pc applications, compare and understand potential dangers and offer innovative solutions. |
| | PSO4 | create it easy to find solutions to complex problems with hardware and software. |



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| Details of Course Outcomes of B.Sc.(AM) | | | | | |
|---|----------|---|-------------|-----------------|---|
| S. No | Semester | Course Name | Course Code | Course Outcomes | |
| 1 | 1 | Communication Skills-I | ENG121 | CO1 | Assist the students to acquire proficiency, both in spoken and written language |
| | | | | CO2 | To develop comprehension, improve writing skills, and enhance skills in spoken English. |
| | | | | CO3 | Defining Critical Messages |
| 2 | 1 | Introduction to Information Theory and Applications | CSA131 | CO1 | Learning basic computer concepts |
| | | | | CO2 | Become aware of some of the ways that information technology continues to change everything |
| | | | | CO3 | To prepare students with the latest knowledge in Computer Hardware & Networking. |
| 3 | 1 | Principles of Animation | AM101 | CO1 | To understand how to create realistic and impressive animation |
| | | | | CO2 | To produce an illusion of characters adhering to the basic laws of physics |
| | | | | CO3 | The main objective is to get knowledge of Cel Animation Processes |
| 4 | 1 | Basic of Motion Graphics | AM103 | CO1 | The objective of this course is to develop a basic understanding of the animation of still graphics in 2D |
| | | | | CO2 | Logo Graphics |
| | | | | CO3 | Digital Marketing |
| 5 | 1 | Animation Drawing | AM105 | CO1 | Introduction the first step of animation pipeline and all knowledge of sketching |
| | | | | CO2 | To understand how to create realistic and impressive animation |
| | | | | CO3 | To produce an illusion of characters adhering to the basic laws of physics |
| 6 | 1 | Animation Drawing(LAB) | AM105 | CO1 | Introduction the first step of animation pipeline and all knowledge of sketching |
| | | | | CO2 | To understand how to create realistic and impressive animation |

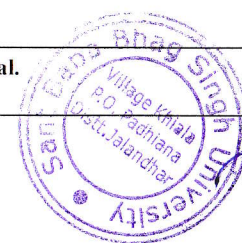


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| | | | | CO3 | To produce an illusion of characters adhering to the basic laws of physics |
| 7 | 1 | Communication Skills-I(LAB) | ENG121 | CO1 | Assist the students to acquire proficiency, both in spoken and written language |
| | | | | CO2 | Defining Critical Messages |
| | | | | CO3 | Giving Good Feedback |
| 8 | 2 | 2D Animation | AM102 | CO1 | The main objective of this course is to provide students with an overall foundation of systems analysis |
| | | | | CO2 | Design to effectively and efficiently design and implement system. |
| | | | | CO3 | Create animated sequences from the development of the original concept through design to final film or video production |
| 9 | 2 | Print & Advertising Graphic Design | AM104 | CO1 | Understanding of coloring, layouts and other technique in designing for Advertisement |
| | | | | CO2 | Helping to streamline the site's overall rationale, making it easy for readers to receive information. |
| | | | | CO3 | Helping the reader to grasp the essence of the article and focus on the main content. |
| 10 | 2 | Animation Modeling | AM106 | CO1 | Study of 3D polygon modeling for Animation in 3D software |
| | | | | CO2 | Help the designers and end users visualize space requirements |
| | | | | CO3 | Allows the designer to see what they would not see when designing in 2D |
| 11 | 2 | Operating System | CSA134 | CO1 | Effectively use the UNIX/Linux system to accomplish typical personal, office, technical, and software development tasks. |
| | | | | CO2 | Monitor system performance and network activities. |
| | | | | CO3 | Effectively use software development tools including libraries, preprocessors, compilers, linkers, and make files |
| 12 | 2 | Communication Skills-II | ENG114 | CO1 | Write clearly, concisely, and convincingly. |
| | | | | CO2 | Develop skills of effective communication - both written and oral. |



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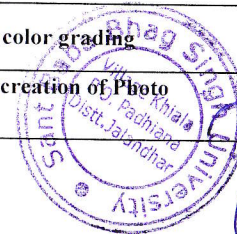
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| | | | | CO3 | Acquaint with application of communication skills in outside world. |
| 13 | 2 | 2D/3D Animation(LAB) | AM108 | CO1 | Design to effectively and efficiently design and implement system. |
| | | | | CO2 | Create animated sequences from the development of the original concept through design to final film or video production. |
| | | | | CO3 | Integrate the concepts, principles and theories involved in the physics of animation in all aspects of drawing. |
| 14 | 2 | Operating System(LAB) | CSA138 | CO1 | Effectively use the UNIX/Linux system to accomplish typical personal, office, technical, and software development tasks. |
| | | | | CO2 | Monitor system performance and network activities. |
| | | | | CO3 | Effectively use software development tools including libraries, preprocessors, compilers, linkers, and make files |
| 15 | 2 | Communication Skills-II(LAB) | ENG114 | CO1 | write clearly, concisely, and convincingly. |
| | | | | CO2 | develop skills of effective communication - both written and oral. |
| | | | | CO3 | acquaint with application of communication skills in outside world. |
| 16 | 3 | Data Communication | CSA201 | CO1 | To provide the students with the conceptual foundation for study of data communications. Also provide the knowledge about computer network related concepts. |
| | | | | CO2 | The main objective is to get knowledge of Data Flow |
| | | | | CO3 | The main objective is to get knowledge of Wireless and wired networks |
| 17 | 3 | Character Animation in Maya | AM201 | CO1 | Deep knowledge about the animating Character in 3D animation software. |
| | | | | CO2 | Helps to work on complex projects easily by enhancing production quality and creativity |
| | | | | CO3 | Helps to know about the joints and bones in human being and animals |
| 18 | 3 | Introduction to Web Development | CSA102 | CO1 | You will discover how does web works really, what makes web sites work. |
| | | | | CO2 | Simple and impressive design techniques, from basics till advanced to focus on goal oriented and user centric designs. |
| | | | | CO3 | How to and where to start research, planning for website & actually build excellent web sites. |



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| 19 | 3 | Fundamentals of Pre Production | AM203 | CO1 | This course covers fundamentals of Pre Production of Digital film making. |
| | | | | CO2 | The main objective of the subject is to impart the knowledge of animation pre-production pipeline & workflow. |
| | | | | CO3 | Costuming and Styling |
| 20 | 3 | Digital Film Making | AM205 | CO1 | The main objective of the subject is to impart practical knowledge about non-linear editing |
| | | | | CO2 | It can be used for film & television editing & post-production. |
| | | | | CO3 | It can be used for film & post-production. |
| 21 | 3 | Character Animation in Maya Lab | CSA102 | CO1 | Deep knowledge about the animating Character in 3D animation software. |
| | | | | CO2 | Helps to work on complex projects easily by enhancing production quality and creativity |
| | | | | CO3 | Helps to know about the joints and bones in human being and animals |
| 22 | 3 | Introduction to Web Development Lab | CSA102 | CO1 | Create an HTML Documents |
| | | | | CO2 | Establish adequate formatting for presentation purposes. |
| | | | | CO3 | To build web applications using ASP and client side script technologies use with Microsoft's IIS. |
| 23 | 4 | Fundamentals of Computer Graphics | CSA202 | CO1 | This course is designed to provide a comprehensive introduction to computer graphics leading to the ability to understand contemporary terminology, progress, issues, and trends. |
| | | | | CO2 | This course is designed to provide a comprehensive introduction to computer graphics |
| | | | | CO3 | This course is designed to provide a comprehensive introduction to graphic hardware |
| 24 | 4 | AM202 Essentials of post-production | AM202 | CO1 | The main objective of the subject is to impart the practical knowledge about Digital compositing & post-production of various media. |
| | | | | CO2 | The objective of the subject is to impart the practical knowledge about Editing, sound mixing |
| | | | | CO3 | The objective of the subject is to impart the practical knowledge about color grading |
| | | | | CO1 | This course aims to equip students with fundamental knowledge in the creation of Photo Realistic 3D assets. |

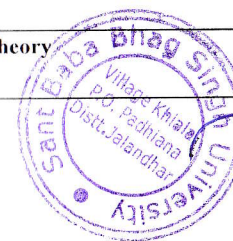


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| 25 | 4 | Virtual Set designing | AM204 | CO2 | The module also focuses on texture acquisition/creation, digital lighting, |
| | | | | CO3 | Rendering Techniques such as Ray tracing, Global Illumination and Caustics. |
| 26 | 4 | Environmental Science | EVS101 | CO1 | Evaluate local, regional and global environmental topics related to resource use and Management. |
| | | | | CO2 | Propose solutions to environmental problems related to resource use and Management. |
| | | | | CO3 | Describe threats to global biodiversity, their implications and potential solutions |
| 27 | 4 | History Of Motion Picture Industry | AM206 | CO1 | The main objective of the subject is to impart the knowledge about growth and development Motion picture industry. |
| | | | | CO2 | The main objective of the subject is to impart the knowledge about Evolution of cinema in India and the current status |
| | | | | CO3 | The main objective of the subject is to impart the knowledge about Present scenario of Indian Film Industry, Conglomerates and Cassettes + Digital Cinema |
| 28 | 4 | Animation Rigging (LAB) | AM208 | CO1 | The main objective is to get knowledge of animation rigging and bone creation with control for animation |
| | | | | CO2 | The main objective is to get knowledge of bone creation with control for animation |
| | | | | CO3 | The main objective is to get knowledge of Binding, Smooth Binding, and Rigid Binding |
| 29 | 4 | Fundamentals of Computer Graphics | CSA206 | CO1 | This course is designed to provide a comprehensive introduction to computer graphics leading to the ability to understand contemporary terminology, progress, issues, and trends. |
| | | | | CO2 | The main objective is to get knowledge of Line Clipping |
| | | | | CO3 | The main objective is to get knowledge of Polygon Clipping |
| 30 | 5 | Acting and Directing for Animation | AM301 | CO1 | The main objective of the subject is to impart the practical knowledge about acting and directing for Animation Films. |
| | | | | CO2 | The main objective is to get knowledge of Developing a Story for Animation |
| | | | | CO3 | The main objective is to get knowledge of volume and singing. |
| | | | | CO1 | The main objective is to get knowledge of Feminism and Film Theory |

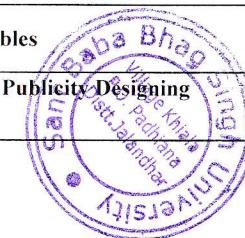


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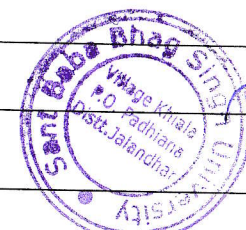
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| 31 | 5 | Media Theory | AM303 | CO2 | The main objective is to get knowledge of Film Genres |
| | | | | CO3 | The main objective is to get knowledge of Film Criticism |
| 32 | 5 | Camera & Lighting Techniques (LAB) | AM311 | CO1 | The main objective of the subject is to impart the practical knowledge about pre-rendering and lighting |
| | | | | CO2 | The main objective is to get knowledge to illuminate the scene to produce a good quality as well as a pleasing picture with good camera sense. |
| | | | | CO3 | The main objective is to get knowledge of Nature of light, light sources |
| 33 | 5 | Special Effects in Feature Films (LAB) | AM313 | CO1 | The main objective of the subject is to impart the practical knowledge about pre-rendering and lighting |
| | | | | CO2 | The main objective is to get knowledge of Overview of story boarding of effects |
| | | | | CO3 | The main objective is to get knowledge of paint and brush tools |
| 34 | 5 | Digital Editing | AM305 | CO1 | The main objective is to get knowledge of Pal Video for windows |
| | | | | CO2 | The main objective is to get knowledge of fundamentals of transition effect |
| | | | | CO3 | The main objective is to get knowledge of finalizing sound and effects, rendering, making video CD |
| 35 | 5 | Special Effects | AM309 | CO1 | The main objective of the subject is to impart the knowledge about Publicity Designing, promotion of Projects/Products which plays an important role in the success of the Project. |
| | | | | CO2 | The other part of the subject is to impart knowledge about the Film Criticism /developing reviews. |
| | | | | CO3 | The main objective is to get knowledge of Timing & State Watch the different animated flicks and make a comparison report on them |
| 36 | 5 | Introduction to Action Script | AM307 | CO1 | The main objective is to get knowledge of promotion of Projects/Products which plays an important role in the success of the Project. |
| | | | | CO2 | The other part of the subject is to impart knowledge about the Film Criticism /developing reviews. |
| | | | | CO3 | The main objective is to get knowledge of Custom functions, Variables |
| | | | | CO1 | The main objective of the subject is to impart the knowledge about Publicity Designing |



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| 37 | 6 | Publicity Designing & Media Laws | AM302 | CO2 | Promotion of Projects/Products which plays an important role in the success of the Project. |
| | | | | CO3 | The other part of the subject is to impart knowledge about the Film Criticism /developing reviews. |
| 38 | 6 | Visual effects | AM304 | CO1 | The main objective of the subject is to impart the knowledge about Publicity Designing, promotion of Projects/Products which plays an important role in the success of the Project. |
| | | | | CO2 | The other part of the subject is to impart knowledge about the Film Criticism /developing reviews. |
| | | | | CO3 | The main objective of the subject is to impart the knowledge about Publicity Designing, promotion of Projects/Products which plays an important role in the success of the Project. |
| 39 | 6 | Introduction to Game Designing – Lab | AM310 | CO1 | The main objective of the subject is to impart the knowledge about Publicity Designing, promotion of Projects/Products which plays an important role in the success of the Project. |
| | | | | CO2 | The other part of the subject is to impart knowledge about the Film Criticism /developing reviews. |
| | | | | CO3 | The other part is to get knowledge of Timing & State Watch the different animated flicks and make a comparison report on them |
| 40 | 6 | Advanced 3d animation & portfolio development | AM306 | CO1 | The main objective of the subject is to impart the knowledge about Publicity Designing, promotion of Projects/Products which plays an important role in the success of the Project. |
| | | | | CO2 | The other part of the subject is to impart knowledge about the Film Criticism /developing reviews. |
| | | | | CO3 | The main objective is to get knowledge of Lighting & rendering with Maya |
| 41 | 6 | Animation Dynamics Lab | AM312 | CO1 | The main objective of the subject is to impart the practical knowledge about dynamics and physics simulation in Maya. |
| | | | | CO2 | The main objective is to get knowledge of Realistic cloth simulation |
| | | | | CO3 | The main objective is to get knowledge of creating realistic fire effects |
| 42 | 6 | Multimedia Production | AM308 | CO1 | The main objective is to get knowledge of Types of images and image applications |
| | | | | CO2 | The main objective is to get knowledge of file formats |
| | | | | CO3 | The main objective is to get knowledge of Making of 2D animations |



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| 43 | 6 | Cartoon Animation(LAB) | AM314 | CO1 | The main objective is to get knowledge of achieve Lip synchronization |
| | | | | CO2 | The main objective is to get knowledge of how to animate cartoons |
| | | | | CO3 | The main objective is to get knowledge of draw expressions |

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