

**Bharathidasan University**  
Centre for Differently Abled Persons  
Khajamalai Campus  
Tiruchirappalli-620 023  
Tamilnadu



Regulations for the  
**Diploma in Photo Editing and 2D Animation**  
(For Students with Learning Disability, Intellectual Disability, Hearing Impairment and Locomotor Disability)

For the candidates admitted from the academic year  
2023-2024 onwards

# Diploma in Photo Editing and 2D Animation

For the candidates admitted from the academic year  
2023-2024 onwards

## CURRICULUM STRUCTURE

SEM	Course code	Title of the paper	Credits	Marks		Total
				CIA	ESE	
I	23DPE2DA1	COMPUTER FUNDAMENTALS	4	25	75	100
	23DPE2DA2	PHOTOSHOP	4	25	75	100
	23DPE2DA3	PHOTOSHOP LAB	3	40	60	100
II	23DPE2DA4	CORELDRAW	4	25	75	100
	23DPE2DA5	CORELDRAW LAB	3	40	60	100
	23DPE2DA6	BASIC ACADEMICS	2	25	75	100
III	23DPE2DA7	2D ANIMATION – FLASH	4	25	75	100
	23DPE2DA8	FLASH LAB	3	40	60	100
	23DPE2DA9	YOGA PRACTICES	2	40	60	100
IV	23DPE2DA10	ADVANCED FLASH LAB	3	25	75	100
	23DPE2DA11	FUNCTIONAL COMMUNICATION	2	25	75	100
	23DPE2DA12	INTERNSHIP / PROJECT	6	40	60	100
Total			40			1200

## Programme Educational Objectives (PEO)

Programme educational objectives are as follows: .

- PEO1 Function as a preparatory course for the acquisition of knowledge and skills in the field of 2D animation and photo editing
- PEO2 Engage the younger generation to leverage their knowledge and skills in the design process
- PEO3 Enhance the students' creative skills to enable them to pursue self-employment opportunities

- PEO4     Develop a high level of proficiency in the use of animation and editing software to produce animations and work with images and create albums, pamphlets, invitations, business cards etc.,.
- PEO5     Demonstrate sufficient designing abilities, self-assurance sufficient to pursue higher education, and professional qualifications to secure employment opportunities .

### **Program Outcomes**

The Diploma in Photo Editing and 2D Animation program is intended to produce the candidates as specialized in the field of photo editing and 2D animation. At the end of the program the students will be able to:

- PO1:** Acquire practical knowledge of photo editing and animation software.
- PO2:** Possess adequate designing skill to work with photo editing and animation to secure employment opportunities
- PO3:** The learners contribute to scientific and societal progress by means of technical innovation and strive to achieve success in workplace or as an entrepreneur.

### **Program Specific Outcomes**

- PSO1:** To provide training to students on photo editing operations.
- PSO2:** To train the students to perform animation operations.
- PSO3:** To help the students to get the practical skill on the area of design.
- PSO4:** To provide training to create animation
- PSO5:** To train them to Create a Pamphlet for any program

Regulations for the  
**Diploma in Photo Editing and 2-D Animation**  
(For Students with Learning Disability, Intellectual Disability, Hearing Impairment and  
Locomotor Disability)  
For the candidates admitted from the academic year  
2023-2024 onwards

**TITLE OF THE COURSE:**

Diploma in Photo Editing and 2-D Animation

**DURATION:**

The duration of the programme will be of 2 years duration and a bridge course for one month.

**MEDIUM OF INSTRUCTION**

The medium of instruction will be Bilingual (Tamil & English).

**NUMBER OF INTAKE**

The maximum number of student's enrolment for the programme will be 10 and will be increased based on need and approval from the University.

**ELIGIBILITY**

This programme is for students with Learning Disability, Intellectual Disability, Hearing Impairment and Locomotor Disability. The candidates shall be required to have passed in 12<sup>th</sup> Standard Examination conducted by the Government of Tamil Nadu or an equivalent examination of any other statutory Board or has completed Diploma in Computer Fundamentals / Diploma in Office Automation in any approved body (UDID / Disability certificate is mandatory).

**ATTENDANCE**

- Every student should put in at least 75% attendance in each course.
- No candidate who has put in attendance for less than 75% of the working days in a semester will be permitted to take the ESE unless he/she gets condonation certificate.
- A candidate who has put in less than 65% attendance in a course, he/she has to either repeat the course or take an equivalent course.

**SCHEME OF EXAMINATION**

Scheme of Examination, Letter Grade and Grade Points and Final Result are assigned as per Bharathidasan University norms.

**Passing Minimum for a Course**

A candidate shall be declared to have passed in each paper if he/she secures not less than 40% of marks in both internal and external Examination. He/ She shall be declared to have passed the examination & qualified for the degree if he/she gets 40% and more in both theory and practical examination.

**Note: The above regulations are subject to amendments from time to time.**



# **BHARATHIDASAN UNIVERSITY, TIRUCHIRAPPALLI**

Centre for Differently Abled Persons

## **Diploma in Photo Editing and 2D Animation**

Semester-I

### **COMPUTER FUNDAMENTALS**

**Course Code: 23DPE2DA1**

**Credits : 4**

**Max. Marks : 100**

**Internal Marks : 25**

**External Marks : 75**

#### **Objectives:**

To enable the students to;

- Understand the basic components of computer
- Acquaint them the knowledge on hardware, peripherals and software.
- Access internet and windows directory

#### **UNIT I**

Computer: Introduction, Characteristics - Classification of computers<sup>1</sup>: - Elements of computer system: Hardware, Software.

#### **UNIT II:**

System Organization; Central Processing Unit: ALU, CU and Memory; Input devices, Output Devices, Memory Units<sup>5</sup>: Memory access, Capacity, Classification: Primary memory - secondary memory.

#### **UNIT III:**

Working of Computer - Starting a Computer- Windows Desktop Layout -Task Bar- System Tray. Folder/ Directories: Creating a folder – Renaming a Folder/ Directories. File- Creating a file, Opening and Closing a File, Renaming and Deleting a File. Recycle bin, Notepad, WordPad

#### **UNIT IV**

Introduction to Paint, Opening and Closing MS Paint, Working Area, Shape and Tools – Brushes - Text Tool - Color pallets – Saving the file- File Extensions – BMP - JPEG - GIF – PNG

#### **UNIT V**

Concepts of Internet and Email – WWW, Websites, Blogs, Web Applications, Web Server, Hosting, Domains; Browser. Email Clients; Web Email; Web Browsing<sup>7</sup> – Search Engines; Web Email. Accessibility testing concepts with Screen Readers

#### **Unit – VI**

Role of computer in our life and in society- seminar - discussions

**Pedagogical method used:**<sup>1</sup>Blended Learning<sup>5</sup>Exploratory Learning<sup>6</sup>Flipped Learning<sup>7</sup>Inquisitive Learning**Text Books:**

1. J.Veranathan(2012);Basic of Computers,Balaji
2. Alexis Leon, Mathews Leon(2020);Introduction to Computers,VIKAS Publishing House
3. E.Balagurusamy “Fundamentals of Computers” Publication- Tata McGraw Hill Education Private Limited.

**Course Outcomes:**

On completion of the course the students will be able to:

<b>CO1</b>	<b>K2 K4</b>	Recognize the importance and use of computer in education and career.
<b>CO2</b>	<b>K1 K2</b>	Understand the basic knowledge of computer
<b>CO3</b>	<b>K3 K5</b>	Perform common functional operations in windows through keyboard short cuts.
<b>CO4</b>	<b>K3 K4</b>	Understand Software, Hardware, windows directory, email and internet
<b>CO5</b>	<b>K5</b>	Understand Role of computer in our life

**Mapping with Program Outcomes and Program Specific Outcomes:**

CO/ PO&PSO	PO1	PO2	PO3	PSO1	PSO2	PSO3	PSO4	PSO5
<b>CO1</b>		✓			✓		✓	
<b>CO2</b>	✓			✓	✓		✓	
<b>CO3</b>		✓				✓		
<b>CO4</b>	✓		✓	✓		✓		
<b>CO5</b>		✓	✓		✓		✓	✓

# **BHARATHIDASAN UNIVERSITY, TIRUCHIRAPPALLI**

Centre for Differently Abled Persons

## **Diploma in Photo Editing and 2D Animation**

Semester-I

### **PHOTOSHOP**

**Course Code : 23DPE2DA2**

**Credits : 4**

**Max. Marks : 100**

**Internal Marks : 25**

**External Marks : 75**

#### **Objectives:**

- Learn the fundamentals of Adobe Photoshop, including its interface, basic tools, and features.
- Develop advanced techniques such as photo editing, color correction, and compositing.
- Understand how to work with layers and masks to create complex graphics and designs.

#### **UNIT I**

Photoshop introduction; Introduction to Adobe Photoshop – Tools and File Format- Color Separation, Menu Bar, Options Bar, Toolbox Screen Modes <sup>1,3</sup>. File Management - Creating a New Document, Saving Files, Closing Files and Quitting Photoshop.

#### **UNIT II**

Working with Tools: Selection tools, Crop and slice tool, retouching tool, painting tools, drawing and type tools, Navigation tool. Transforming a Selection. Setting the Current Foreground and Background Colors.

#### **UNIT III**

Layer: Layer basics- Selecting, grouping, and linking layers <sup>4,5</sup>- layer effects and styles

#### **UNIT IV**

Working with Text: About text - Creating text on a path - Warping point text - Designing paragraphs of text – Applying style to text. Masking: Creating a mask - Refining a mask - Creating a quick mask <sup>7</sup> – Creating vector mask.

#### **UNIT V**

Filter and effects: Filter basics- Filter effects reference- Add Lighting Effects. Saving and exporting <sup>8</sup>.

#### **Unit VI**

Seminar on use of tools for creation of Business card, Calendar, Pamphlet, Invitation etc.

#### **Pedagogical method used:**

<sup>1</sup>Blended Learning

<sup>3</sup>Constructivist Learning

<sup>4</sup>E-mind Map

<sup>5</sup>Exploratory Learning

<sup>7</sup>Inquisitive Learning

<sup>8</sup>JIGSAW

### Reference Books

1. Adobe Photoshop CS2 Official JavaScript Reference (2005) - Adobe Press Lesa Snider King - Photoshop CS4: The Missing Manual
2. Linnea Dayton (2006) - THE PHOTOSHOP CS / CS2 WOW! BOOK Peach pit Press

### Course Outcomes:

On completion of the course the students will be able to:

<b>CO1</b>	<b>K1 K2</b>	Understand the fundamentals of Adobe Photoshop and how to navigate the interface.
<b>CO2</b>	<b>K2 K4</b>	Develop proficiency in using basic and advanced tools and features to manipulate images and graphics.
<b>CO3</b>	<b>K3 K5</b>	Learn how to work with layers, selections, and masks to create complex designs and artwork.
<b>CO4</b>	<b>K3 K4</b>	Gain expertise in color correction, photo retouching, and compositing.
<b>CO5</b>	<b>K5</b>	Create and edit an image using recognized tools

### Mapping with Program Outcomes and Program Specific Outcomes:

CO/ PO&PSO	PO1	PO2	PO3	PSO1	PSO2	PSO3	PSO4	PSO5
<b>CO1</b>	✓	✓			✓	✓	✓	
<b>CO2</b>	✓			✓			✓	
<b>CO3</b>		✓			✓	✓		
<b>CO4</b>	✓		✓	✓			✓	
<b>CO5</b>		✓	✓		✓		✓	✓



# **BHARATHIDASAN UNIVERSITY, TIRUCHIRAPPALLI**

Centre for Differently Abled Persons

## **Diploma in Photo Editing and 2D Animation**

Semester-I

### **PHOTOSHOP LAB**

**Course Code : 23DPE2DA3**

**Credits : 3**

**Max. Marks : 100**

**Internal Marks : 40**

**External Marks : 60**

#### **Objectives:**

- Discover best practices for organizing workflow and managing the projects efficiently.
- Apply your skills to real-world projects and create professional-quality graphics, logos, advertisements, and more
- Gain proficiency in using filters, effects, and brushes to enhance images and artwork.

#### **Photoshop Exercises <sup>3,4,5,7</sup>:**

1. Create a greeting card (Good Morning) by using brushes and shapes
2. Creation of a single image from selected portions of many images
3. Design an invitation for birthday with multi-layers of images and texts
4. Create a colourful notice for textile shop
5. Design a banner for Teachers Day Celebration
6. Convert:
  - a. Color photo to B&W photo
  - b. B&W photo to Color photo
7. Design an Advertisement for a mobile
8. Create a Magazine Cover Design

#### **Pedagogical method used:**

<sup>3</sup>Constructivist Learning

<sup>4</sup>E-mind Map

<sup>5</sup>Exploratory Learning

<sup>7</sup>Inquisitive Learning

<sup>8</sup>JIGSAW

**Course Outcomes:**

On completion of the course the students will be able to:

<b>CO1</b>	<b>K1</b>	Apply design principles and best practices to create professional-quality graphics, logos, and advertisements.
<b>CO2</b>	<b>K1 K2</b>	Discover techniques for organizing your workflow and managing projects efficiently.
<b>CO3</b>	<b>K2 K4</b>	Improve your career prospects by acquiring a valuable skill set that is in high demand in the creative industry.
<b>CO4</b>	<b>K3 K5</b>	Develop a portfolio of high-quality work that showcases your skills and creativity.
<b>CO5</b>	<b>K5</b>	Improve the skill to design real world application

**Mapping with Program Outcomes and Program Specific Outcomes:**

<b>CO/ PO&amp;PSO</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>
<b>CO1</b>	✓	✓			✓	✓	✓	
<b>CO2</b>	✓			✓			✓	
<b>CO3</b>	✓	✓			✓	✓		
<b>CO4</b>		✓	✓	✓			✓	✓
<b>CO5</b>			✓		✓		✓	✓

# **BHARATHIDASAN UNIVERSITY, TIRUCHIRAPPALLI**

Centre for Differently Abled Persons

## **Diploma in Photo Editing and 2D Animation**

Semester-II

### **CORELDRAW**

**Course Code : 23DPE2DA4**

**Credits : 4**

**Max. Marks : 100**

**Internal Marks : 25**

**External Marks : 75**

#### **Objectives:**

- Learn the fundamentals of CorelDraw, including its interface, basic tools, and features.
- Develop advanced techniques such as creating vector graphics, working with typography, and designing logos.
- Understand how to work with shapes, paths, and layers to create complex designs and illustrations.

#### **UNIT I**

Introduction to CorelDraw: Installing CorelDraw Graphics Suite, Basics of CorelDraw, Starting and opening Drawings, Previewing and Drawings, Viewing Modes, Saving and closing Drawings, File formats <sup>1,2</sup>: Importing and exporting files, Exporting to pdf, Supported file formats.

#### **UNIT II**

Introduction to Tools of Corel Draw: Selection Tool, Shapes and Edit Tool ,Crop Tool, Zoom Tool, Curve Tool, Smart Tool, Rectangle Tool, Ellipse Tool, Object Tool, Perfect shape Tool, Text Tool, Table Tool, Interactive Tool, Eyedropper Tool.

#### **UNIT III**

Lines, Shapes and outlines<sup>3</sup>: Lines, outlines and Brushstrokes, Shapes and Shapes objects, Symmetrical Drawing. Color & Fills - Uniform fills and fountain fills, Vector and bitmap pattern fills, Texture, postscript and Mesh fills, Object transparency. Exploring special effects.

#### **UNIT IV**

Working with Text: Adding and manipulating text<sup>7</sup>, Formatting text, Managing fonts, Writing tools. Exploring special effects: Lenses, Adding 3D Effects. Pages and Layout: Page layout and background, Adding and deleting pages, Rulers, Document grid and pixel grid.

#### **UNIT V**

Working with Bitmaps: Converting Vector Graphics to Bitmaps, Importing and Cropping Bitmaps, Bitmap Dimensions and Resolution, Straightening Bitmaps. Working with CANVA- Tools-Templates-Features- Designing.

#### **Unit VI**

Seminar on use of tools for creation of Business card, Calendar, Pamphlet, Invitation etc.

**Pedagogical method used:**

- <sup>1</sup>Blended Learning
- <sup>2</sup>Brain Storming
- <sup>3</sup>Constructivist Learning
- <sup>5</sup>Exploratory Learning
- <sup>7</sup>Inquisitive Learning

**E-Books:**

<https://www.ebooks.com/subjects/computers-desktop-publishing-ebooks/327/>

**Reference Books**

1. CorelDRAW X7 User Guide (2014), Corel Corporation
2. CorelDRAW Training Guide Paperback , 2018 ,Prof. Satish Jain and M. Geetha , BPB Publications

**Course Outcomes:**

On completion of the course the students will be able to:

<b>CO1</b>	<b>K1</b>	Understand the fundamentals of CorelDraw Illustrator and how to navigate the interface
<b>CO2</b>	<b>K1 K2</b>	Develop proficiency in using basic and advanced tools and features to create vector-based graphics, illustrations, and logos.
<b>CO3</b>	<b>K2 K4</b>	Learn how to work with shapes, paths, and typography to create complex designs and artwork.
<b>CO4</b>	<b>K3 K5</b>	Gain expertise in using gradients, patterns, and effects to enhance your designs and illustrations

**Mapping with Program Outcomes and Program Specific Outcomes:**

CO/ PO&PSO	PO1	PO2	PO3	PSO1	PSO2	PSO3	PSO4	PSO5
<b>CO1</b>	✓	✓			✓	✓	✓	
<b>CO2</b>	✓			✓			✓	
<b>CO3</b>	✓	✓			✓	✓		
<b>CO4</b>		✓	✓	✓			✓	✓



# BHARATHIDASAN UNIVERSITY, TIRUCHIRAPPALLI

Centre for Differently Abled Persons

## Diploma in Photo Editing and 2D Animation

Semester-II

### CORELDRAW LAB

Course Code : 23DPE2DA5

Credits : 3

Max. Marks : 100

Internal Marks : 40

External Marks : 60

### Objectives:

- Gain proficiency in using gradients, patterns, and effects to enhance the artwork and graphics.
- Discover best practices for organizing the workflow and managing the projects efficiently.
- Apply skills to real-world projects and create professional-quality designs for print, web, and multimedia.

### CorelDraw Exercises <sup>2,3,5,7</sup>

1. Create a logo in Corel Draw using Weld and Trim techniques.
2. Design a text “CDAP” using 3D effect and apply a shadow.
3. Create a Cartoon character and decorate the character with fill color
4. Design a visiting card and name board for a jewellery shop
5. Create a logo and letter head for a school
6. Design a discount coupon for jeans pant
7. Create a cover page for a Text Book
8. Design a Daily Calendar for Computer Shop

### Pedagogical method used:

<sup>2</sup>Brain Storming

<sup>3</sup>Constructivist Learning

<sup>5</sup>Exploratory Learning

<sup>7</sup>Inquisitive Learning

### Course Outcomes:

On completion of the course the students will be able to:

CO1	K1	Apply design principles and best practices to create professional-quality designs for print, web, and multimedia.
CO2	K1 K2	Discover techniques for organizing your workflow and managing projects efficiently.
CO3	K2 K4	Develop a portfolio of high-quality work that showcases your skills and creativity.
CO4	K3 K5	Improve the career prospects by acquiring a valuable skill set that is in high demand in the creative industry.

**Mapping with Program Outcomes and Program Specific Outcomes:**

CO/ PO&PSO	PO1	PO2	PO3	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	✓	✓			✓	✓	✓	
CO2		✓		✓			✓	
CO3	✓	✓				✓		✓
CO4		✓	✓	✓			✓	✓



# **BHARATHIDASAN UNIVERSITY, TIRUCHIRAPPALLI**

Centre for Differently Abled Persons

## **Diploma in Photo Editing and 2D Animation**

Semester-II

### **BASIC ACADEMICS**

**Course Code : 23DPE2D6**

**Credits : 2**

**Max. Marks : 100**

**Internal Marks : 25**

**External Marks : 75**

#### **Objectives:**

- To identify the procedures of self help skills
- To acquaint knowledge on self awareness.
- To understand meal time activity

#### **UNIT I**

Self help skills: Meal time activities: Feeding – eating by self – observing social behavior during mealtime setting, cleaning before and after meals – adaptation. Dressing: Removing; wearing – using fasteners – appropriate choice of clothes and maintenance – mending – working ironing. Use of suitable footwear and accessories. Grooming: Tooth brushing – bathing – combing – adaptation <sup>1</sup>.

#### **UNIT II**

Toileting: Indication – use of toilet – cleaning self and toilet after use – Maintaining privacy – adaptation. Hygiene: Nose blowing - Nail cutting – ear cleaning – shaving (male) – Menstrual hygiene (female). Life skills 1 : meaning and type, self awareness, self direction, interpersonal relationship, effective communication, managing emotion.

#### **UNIT III**

Pre-Academic & Academic Skills<sup>4,5</sup>- Reading: whole word reading, phonetics, picture reading, vocabulary building, sentences; Comprehension, drawing inferences. Spelling and writing - copying fill in blanks, dictation.

#### **UNIT IV**

Money transaction and banking - number value, basic math calculation – Reads arithmetic symbols-Using calculators. Basic money concept-Sense of quality and accuracy- Identifies money and make changes-Simple calculation of salary / wages-Makes necessary expenditure- Saves money in bank-Withdrawals in bank.

#### **UNIT V**

Signals and symbols -Reads/identifies survival words-Follows traffic signals- Job site information-Tells the address of job site-Reads the bus numbers and travels by bus- Reads the name of coworkers-Writes leave letters-Identifies the rooms and telephone numbers-Uses clock or watch to follow work schedule.

#### **UNIT VI**

Need and an importance of self help skills in our day-to-day life: discussion - seminar

**Pedagogical method used:**

- 1 Blended Learning
- 4 E-mind Map
- 5 Exploratory Learning

**Materials for Study and Reference :****Text Books:**

1. V.K.Nanda(2006);Socialization and education,ANMOL
2. Network Continnum(1996);Challenging Behaviour ,Anne Copley
3. Allen( 2010);Exercise for the Whole Brain,Allen

**References:**

1. Thressiakutty.A.T,Govinda Rao.L,Transition of Persons with Mental Reatrdation from School to Home, NIMH,2001
2. David Sarojini, A hand book of Preschool education, Asian trading Corporation, 2004

**E-Books:**

<https://bookboon.com/en/career-and-study-advice-ebooks>

**Course Outcomes:**

On completion of the course the students will be able to:

<b>CO1</b>	<b>K1K2</b>	Understand the basic behavior of self help skills, pre-academic and academic skills.
<b>CO2</b>	<b>K2</b>	Understand the concepts of Money transaction, Banking
<b>CO3</b>	<b>K2K3</b>	Understand Privacy, Signals, symbols Self cleaning and surrounding
<b>CO4</b>	<b>K3K4</b>	Acquire the knowledge of salary calculation
<b>CO5</b>	<b>K4K5</b>	Classify the Address of surrounding and Understand Interpersonal Relationship

**Mapping with Program Outcomes and Program Specific Outcomes:**

CO/ PO&PSO	PO1	PO2	PO3	PSO1	PSO2	PSO3	PSO4	PSO5
<b>CO1</b>	✓			✓	✓			
<b>CO2</b>		✓	✓		✓		✓	
<b>CO3</b>		✓		✓				✓
<b>CO4</b>	✓		✓	✓	✓	✓		
<b>CO5</b>		✓				✓		✓



# **BHARATHIDASAN UNIVERSITY, TIRUCHIRAPPALLI**

Centre for Differently Abled Persons

## **Diploma in Photo Editing and 2D Animation**

Semester-III

### **2D ANIMATION - FLASH**

**Course Code : 23DPE2DA7**

**Credits : 4**

**Max. Marks : 100**

**Internal Marks : 25**

**External Marks : 75**

#### **Objectives:**

##### **The students will be able to**

- Master the principles of animation and apply them effectively to bring characters and objects to life.
- Understand how to create and work with storyboards, keyframes, and timelines.
- Learn how to produce engaging visual effects

#### **Unit I**

Introduction: Flash Environment- Flash Window, Flash Interface, Document Properties; Layers and Frames, Timeline, Rulers, Grids, Guides and Snapping <sup>1,2</sup>.

#### **Unit II**

Tools: Drawing Tools - Drawing in Flash, Using Solid and Gradient Fills. Working with Text: Adding Text, Text Options, Editing Text, Format Text, Breaking Text Apart. Working with Colors, Importing Basics <sup>3</sup>.

#### **Unit III**

Animation: Scenes in Animation, Key frames. Frame by Frame - Motion Tweening – Shape Tweening – Object – Text – Images - Adding Sound to an animation.

#### **Unit IV**

Using Guide Layer – Built-in Animations – Masking<sup>5,7</sup>. The Library and Symbols: Converting Images to Symbols, Editing Symbols.

#### **Unit V**

Movie Clip Symbols - Button Symbols - Button Actions. Publishing and Exporting the Flash Movie, Exporting Formats.

#### **Unit VI**

Seminar on tools to Publish and export student created flash movie

#### **Pedagogical method used:**

<sup>1</sup>Blended Learning

<sup>2</sup>Brain Storming

<sup>3</sup>Constructivist Learning

<sup>5</sup>Exploratory Learning

<sup>7</sup>Inquisitive Learning

**References:**

1. Adam Watkins : Maya A Professional Guide, Published by Dreamtech, first edition – 2003.
2. Joey Lott and Robert Reinhardt. : Flash 8 Action Script Bible. Published by Wiley India (P) Ltd. 2006.
3. Tom Meade and Shinsaka Anima : The Complete Reference Maya 6 Published by Tata MC.Graw –Hill Publishing Company Limited edition 2004.
4. Robert Reinhardt and Snow Dowd : Macromedia Flash 8 Bible. Published by Wiley India Pvt Ltd. 2006

**Course Outcomes:**

On completion of the course the students will be able to:

<b>CO1</b>	<b>K1</b>	Provides complete information about the software.
<b>CO2</b>	<b>K3</b>	Knowledge of working with layers and text.
<b>CO3</b>	<b>K3 K4</b>	To know more about Library, Symbols, Timelines and simple Animations.
<b>CO4</b>	<b>K4 K5</b>	Improves the ability of animation by using tweens.
<b>CO5</b>	<b>K4 K5</b>	Exploring about buttons and movie clips.

**Mapping with Program Outcomes and Program Specific Outcomes:**

<b>CO/ PO&amp;PSO</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>
<b>CO1</b>	✓	✓			✓	✓	✓	
<b>CO2</b>	✓			✓			✓	
<b>CO3</b>		✓			✓	✓		
<b>CO4</b>	✓		✓	✓			✓	✓
<b>CO5</b>			✓	✓			✓	✓

# BHARATHIDASAN UNIVERSITY, TIRUCHIRAPPALLI

Centre for Differently Abled Persons

## Diploma in Photo Editing and 2D Animation

Semester-III

FLASH LAB

Course Code : 23DPE2DA8

Credits : 3

Max. Marks : 100

Internal Marks : 40

External Marks : 60

### Objectives:

- Develop the skills needed to create 2D animations from concept to completion.
- Master the principles of animation and apply them effectively to bring characters and objects to life.

### Exercises <sup>2,3,5,7</sup>:

1. Creating different objects by using basic tools
2. Frame by Frame Animation:
  - a. Moving a Ball across the stage
  - b. Blinking of Stars
  - c. Changing the color of Text
3. Motion Tween:
  - a. Animate a Moon with Growing & Shrinking Effect
  - b. Display your Name from different direction – Character by Character
4. Creation of slide show for department function
5. Animation to show movement of clouds
6. Shape Tween - Convert “CDAP” into an Image (Text to Shape)
7. Convert a Single star into multi flowers by using Shape Tween
8. Creation of a moral story

### Pedagogical method used:

<sup>2</sup>Brain Storming

<sup>3</sup>Constructivist Learning

<sup>5</sup>Exploratory Learning

<sup>7</sup>Inquisitive Learning

### Course Outcomes:

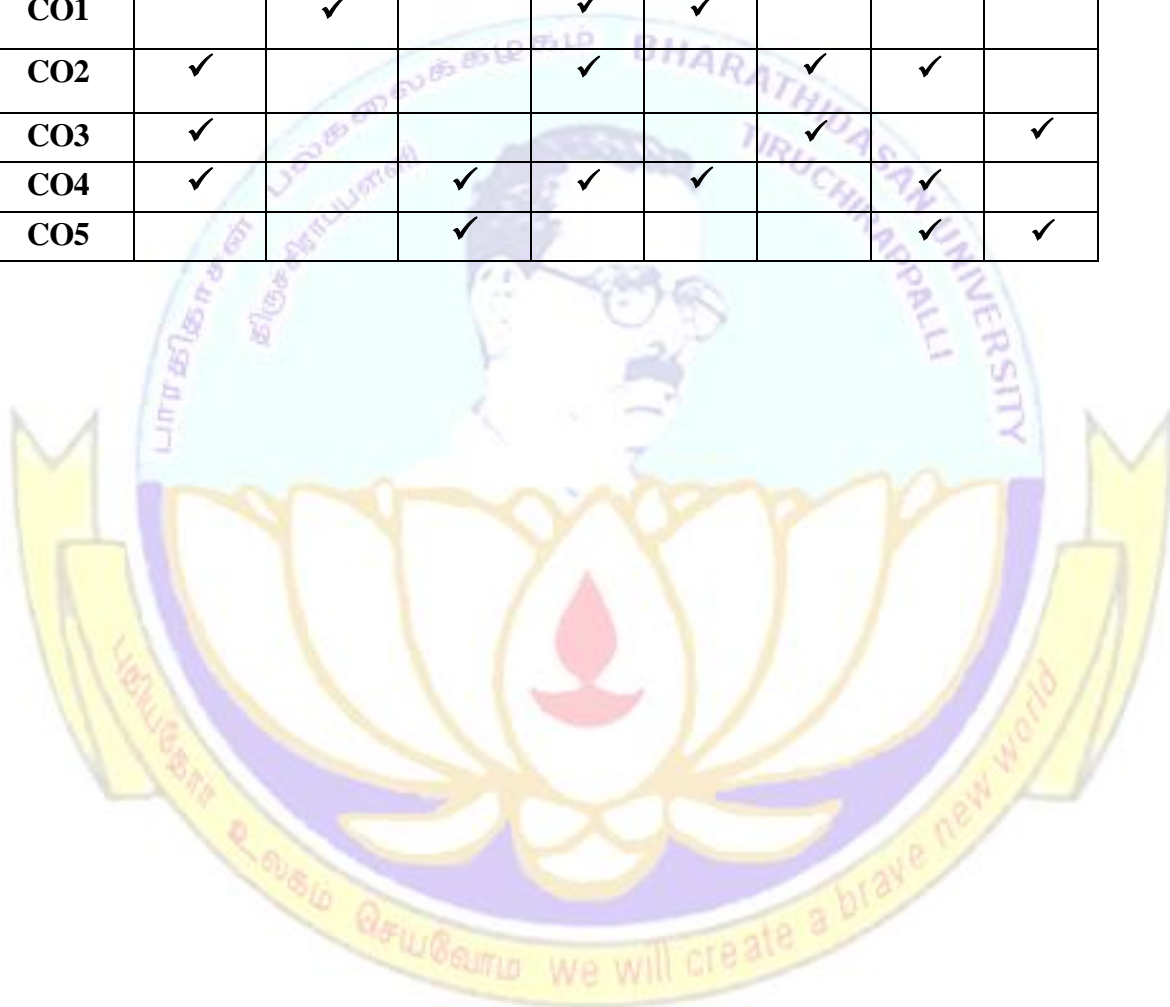
On completion of the course the students will be able to:

CO1	K1 K2	Understanding about essentials of colors and grouping.
CO2	K2 K4	Working with text, shape and multiple layers.
CO3	K3 K5	Creation of simple animations using motion tween and shape tween.

<b>CO4</b>	<b>K3 K4</b>	Exploring about Masking and guide layer.
<b>CO5</b>	<b>K5</b>	Working with images and make the animation.

**Mapping with Program Outcomes and Program Specific Outcomes:**

CO/ PO&PSO	PO1	PO2	PO3	PSO1	PSO2	PSO3	PSO4	PSO5
CO1		✓		✓	✓			
CO2	✓			✓		✓	✓	
CO3	✓					✓		✓
CO4	✓		✓	✓	✓		✓	
CO5			✓				✓	✓





# **BHARATHIDASAN UNIVERSITY, TIRUCHIRAPPALLI**

Centre for Differently Abled Persons

## **Diploma in Photo Editing and 2D Animation**

Semester-III

### **YOGA PRACTICES**

**Course Code : 23DPE2DA9**

**Credits : 2**

**Max. Marks : 100**

**Internal Marks : 40**

**External Marks : 60**

### **Objectives:**

To enable the students to:

- Understand the principle and practice of different type of Physical Exercises
- Demonstrate selected Asana and perform its procedure.
- Understand the principle and practice of different types of Meditation, Mudra
- Understand its benefits, limitation and subtle points of each practice

### **Exercise<sup>1,3,5,6</sup>**

1. Based on the type of disability, the students will be made to practice and perform the selected Physical Exercises, Asanas.
2. Based on the type of disability, the students will be made to practice and perform the selected Meditation, Madras.

### **Pedagogical method used:**

<sup>1</sup>Blended Learning

<sup>3</sup>Constructivist Learning

<sup>5</sup>Exploratory Learning

<sup>6</sup>Flipped Learning

### **Materials for Study and References:**

#### **Text Books:**

1. Simplified Physical Exercises, Yogasana, Meditation – Thathuvagnani Vethathiri Maharishi
2. Swami Dharendra Bhrahmachari: Yogasana Vijnana, Dharendra Yoga Publications, New Delhi.
4. Swami Satyananda Saraswati: Asana, Pranayama, Bandha, Mudra Bihar School of Yoga, Munger.

### **References**

1. Sound health through yoga – Dr. K. Chandrasekaran.

**Course Outcomes:**

On completion of the course the students will be able to:

<b>CO1</b>	<b>K2</b>	Develop concentration and focus
<b>CO2</b>	<b>K3</b>	Focus their mind and manage stress
<b>CO3</b>	<b>K3 K4</b>	Improves their loco motor skills and psycho-motor coordination
<b>CO4</b>	<b>K4 K5</b>	Reduce unwanted emotions and Develop a positive outlook improving self-confidence, self-sufficiency and sociability
<b>CO5</b>	<b>K6</b>	Compare and improve interpersonal and intrapersonal relationships

**Mapping with Program Outcomes and Program Specific Outcomes:**

<b>CO/ PO&amp;PSO</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>
<b>CO1</b>	✓			✓	✓			
<b>CO2</b>	✓	✓			✓	✓		
<b>CO3</b>			✓			✓	✓	
<b>CO4</b>			✓			✓	✓	
<b>CO5</b>		✓	✓				✓	✓

# BHARATHIDASAN UNIVERSITY, TIRUCHIRAPPALLI

Centre for Differently Abled Persons

## Diploma in Photo Editing and 2D Animation

Semester-IV

### ADVANCED FLASH LAB

Course Code : 23DPE2DA10

Credits : 3

Max. Marks : 100

Internal Marks : 40

External Marks : 60

#### Objectives:

- Understand the fundamentals of Adobe Flash, including its interface, basic tools, and features.
- Develop skills to create interactive animations, multimedia content, and web applications.
- Learn how to work with graphics, audio, and video to create dynamic and engaging content.

#### Exercises <sup>1,3,5,6</sup>:

1. Animate a ball hitting with another ball
2. Bouncing a Ball in the Staircase using Guide Layer
3. Creating a text animation effect with the help of tween and Masking
4. Creating an animation of lighting the crackers using explode
5. Animation to move an eyeball using built-in effects
6. Creation of a night time sky effect using movie clip
7. Control the car movement using buttons
8. Create a cartoon animation using objects and images

#### Pedagogical method used:

<sup>1</sup>Blended Learning

<sup>3</sup>Constructivist Learning

<sup>5</sup>Exploratory Learning

<sup>6</sup>Flipped Learning

#### Course Outcomes:

On completion of the course the students will be able to:

#### Course Outcomes:

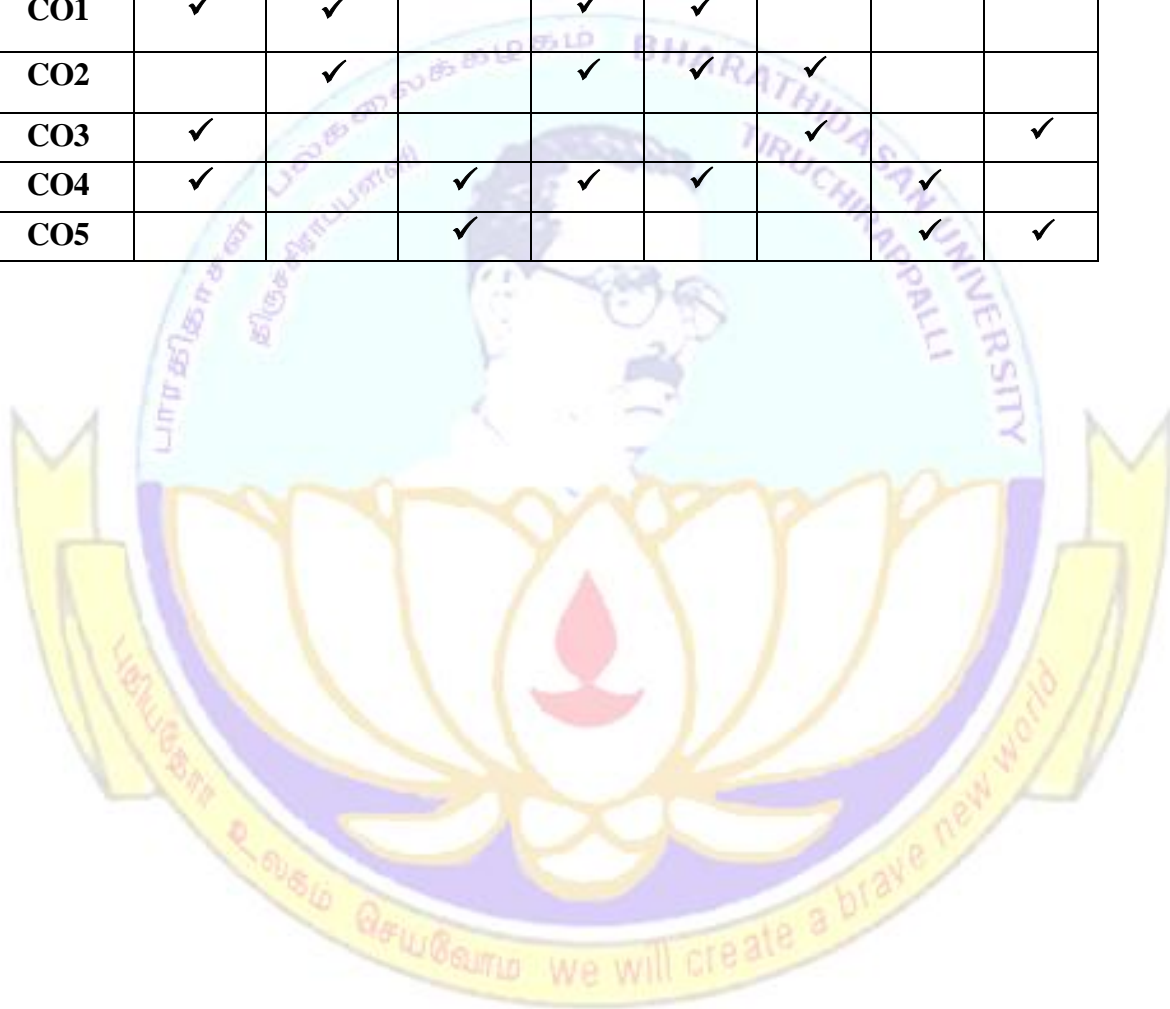
On completion of the course the students will be able to:

CO1	K1 K2	Gain proficiency in using Adobe Flash to create engaging and interactive multimedia content.
CO2	K2 K3	Develop skills to create animations, graphics, audio, and video
CO3	K3 K5	Create a portfolio of high-quality work that showcases the skills and creativity.

<b>CO4</b>	<b>K3 K4</b>	Improve the career prospects by acquiring a valuable skill set that is in high demand in the creative industry
<b>CO5</b>	<b>K5</b>	Working with images and make the animation.

**Mapping with Program Outcomes and Program Specific Outcomes:**

CO/ PO&PSO	PO1	PO2	PO3	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	✓	✓		✓	✓			
CO2		✓		✓	✓	✓		
CO3	✓					✓		✓
CO4	✓		✓	✓	✓		✓	
CO5			✓				✓	✓





# **BHARATHIDASAN UNIVERSITY, TIRUCHIRAPPALLI**

Centre for Differently Abled Persons

## **Diploma in Photo Editing and 2D Animation**

Semester-IV

### **FUNCTIONAL COMMUNICATION**

**Course Code : 23DPE2DA11**

**Credits : 2**

**Max. Marks :100**

**Internal Marks : 25**

**External Marks : 75**

#### **Objectives:**

On completion of the course, the students should be able to

- Understand the mechanism of Functional Communication.
- Recognize the different modes of
- Improve their reference skill and note taking.
- Prepare seminar papers and project reports effectively.

#### **UNIT I**

Basics of English - Basic functional vocabulary, Simple sentences, Greetings, functional vocabulary, question words, Interrogatives, Places, People, Professions, Actions, Numbers, and Time.

#### **UNIT II**

Errors in sub verb agreement<sup>1</sup> - Spot the error - Sentence completion - Role of auxiliary verbs in conversation. Restructuring the jumbled sentences - Match the synonyms - Match the antonyms - Word order in a sentence - Develop the hints with suitable title<sup>6</sup>.

#### **UNIT III**

Report writing<sup>11</sup> - Expansion of proverb/maxims - General essay - Paragraph writing - Letter writing<sup>5</sup>- Form of Letters - Classification of Letters, Telephone Conversation, Making Calls--- Answering the Call. - e-mail- fax - job application

#### **UNIT IV**

Passage comprehension (Comprehension skills) - Guidelines to attend an interview - Preparing for an interview<sup>10</sup> - Work place Behavior - Possible dialogues at the work spot. Letter Writing

#### **UNIT V**

Online Application form filling<sup>1</sup>: Competitive examinations, Admission form. Filling in the bank challan. Reading, comprehending and following instructions from instruction manuals.

#### **UNIT VI**

Present status of English writing and presentation skills of the students: Group discussions- seminar – presentation skills<sup>12</sup>

**Pedagogical method used:**<sup>1</sup>Blended Learning<sup>5</sup>Exploratory Learning<sup>6</sup>Flipped Learning<sup>10</sup>Participative Learning<sup>11</sup>Reflective Learning<sup>12</sup>Scenario Analysis Based Learning**Materials for Study & Reference:****Text Books:**

1. English for competitive exams- R.Bhatnagar, Macmillan Publishing Company.
2. Heaton J.B & Turton N.D Longman "Dictionary of common errors"

**E-Books:**

<https://bookboon.com/en/presenting-and-writing-ebooks>

**Course Outcomes:**

On completion of the course the students will be able to:

<b>CO1</b>	<b>K2</b>	Understand the mechanism of general and academic writing.
<b>CO2</b>	<b>K5</b>	Recognize the different modes of writing.
<b>CO3</b>	<b>K4</b>	Improve their reference skills, document data and materials.
<b>CO4</b>	<b>K5</b>	Prepare seminar papers and project reports effectively
<b>CO5</b>	<b>K3</b>	Understand non-verbal communication

**Mapping with Program Outcomes and Program Specific Outcomes:**

<b>CO/ PO&amp;PSO</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>
<b>CO1</b>	✓	✓		✓	✓			
<b>CO2</b>	✓						✓	✓
<b>CO3</b>		✓	✓			✓	✓	
<b>CO4</b>	✓		✓					✓
<b>CO5</b>			✓		✓	✓	✓	

# **BHARATHIDASAN UNIVERSITY, TIRUCHIRAPPALLI**

Centre for Differently Abled Persons

## **Diploma in Photo Editing and 2D Animation**

Semester-IV

### **INTERNSHIP**

**Course Code : 23DPE2DA12**

**Credits : 6**

**Max. Marks :100**

**Internal Marks : 40**

**External Marks : 60**

#### **Objectives:**

- To enable the students to understand their area of interest in Animation
- To enable the students to understand and appreciate the inclusive work culture of organizations

#### **Case Study Report:**

The students will be deputed to organizations that work on designing principles for a period of 30 hours. Institutional and Individual case study has to be presented by the students at the end of the internship.

#### **Course Outcomes:**

On completion of the course the students will be able to:

<b>CO1</b>	<b>K4</b>	Analyze the concepts of animation
<b>CO2</b>	<b>K2 K4</b>	Improve work place communication
<b>CO3</b>	<b>K3 K5</b>	Identify their area of interest in designing
<b>CO4</b>	<b>K3 K4</b>	Acquire the skills related to their area of interest
<b>CO5</b>	<b>K2 K5</b>	Develop a positive outlook improving self-confidence, self-sufficiency and sociability

#### **Mapping with Program Outcomes and Program Specific Outcomes:**

<b>CO/ PO&amp;PSO</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>
<b>CO1</b>		✓		✓	✓		✓	
<b>CO2</b>	✓	✓				✓	✓	
<b>CO3</b>			✓	✓		✓		✓
<b>CO4</b>	✓		✓		✓		✓	
<b>CO5</b>			✓				✓	✓