

Cotton University

P.G. Diploma (1 Year) and Add- On Certificate (6 Months) Courses

Course content

1. Paper Title: Design (2D&3D), Animation and Visual effects (VFX)

Paper Code: 9(CR) DAV

Unit	Content	No. of Classes
	1st Semester	
	Photoshop (a mainstay with graphics designers, professional photographers, and even hobbyists to edit graphics as well as create and manipulate images)	
1	Introduction of Adobe's Photoshop tools	
2	Image editing with layers	
3	Logo, brochure and photo collage design	
	InDesign and Illustrator (InDesign which is desktop publishing software that can be used to create works such as posters, flyers, brochures, magazines, newspapers, presentations, books and eBooks. Then there's Illustrator which is a graphics-driven software used for creating logos, graphics, cartoons and fonts for the photo-realistic layouts)	
4	How to design for print media	
	After Effects (specially designed to create awesome motion graphics and visual effects for video or the web. It includes many capabilities that allow you to perform complex compositing of video and graphics)	
5	Basics of After Effects	
6	Understanding animation, effects & presets and working with layers	
7	Working with green/blue screen videos, masking, composition and rendering for the final output	
	Project (1st sem)	
Unit	Content	No. of Classes
2nd Semester		
	Autodesk Maya (Maya is an application used to generate 3D assets for use in film, television, game development, animation, modeling, simulation, environments, motion graphics etc.)	

8	Introduction to Maya	
9	Basics of Modeling	
10	Basics of Texturing	
11	Basics of Lighting	
12	Particles & Dynamics	
13	Animation Basics	
14	3D Rendering	
15	Digital Movie Production	
	After Effects	
16	Advance course (Cinematic Title Animation , Particles Logo & Text Animation	
17	How to work with different visual effects etc.	
	Premiere (Editing audio and video are an impression like moving pictures with sound. That's why digital video continues to grow in importance online.	
18	How to edit audios and videos with transitions and other advanced effects	
	Project (2nd Sem)	

2. Course: Video Production and Editing

Paper Code: 10(CR) VPE

Unit	Course Content	No. of Classes
Unit	Editing: News editing	
1	Drama sequencing	
2	Songs & Film editing in Mac based Final Cut Pro (FCP)	
3	Video Photography: Introduction to Cameras and formates	
4	Camera mechanism	
5	Grammer of shot taking	
6	Lighting and Sound	

3. Course: Graphics, Animation and Visual Effects

Paper Code: 10(CR) GAV

Unit	Course Content	No. of Classes(T)
	Adobe Photoshop	1 hour each
1	Introduction, Painting, Basic selection techniques,	2 (2 hours)
2	Working with Layers and colors, Saving your work	2 (2 hours)
3	Sizing, Correcting and enhancing images, Effects, Retouching Images	2 (2 hours)
	Adobe After Effects	
4	Introduction to After Effects, Introducing animation and techniques	2 (2 hours)
5	Layer control, Effects overview	2 (2 hours)

6	Working with transparency, Type and type animation, Rendering	2 (2 hours)
	Total Class hours – Theory 12+ Practical 24= 36	12

4. Course: Digital Journalism and New Media

Paper Code: 10(CR)DJM

Unit	Content	No. of Classes
	Theory	
1	Introduction to Digital Journalism	2
2	Insight about Blogs and other Online content	2
3	Tips about Writing for New Media	2
4	Insight about using New Media Tools for distributing Online Content	3
5	Understanding search engine optimization	3
	Practical	
1	Writing skill development for New Media	3
2	Blog designing and development	3
3	Training in digital media houses	4
4	Insight into Social Media	2
Unit	Content	No. of Classes
	Theory	
1	Introduction to Digital Journalism	2
2	Insight about Blogs and other Online content	2
3	Tips about Writing for New Media	2
4	Insight about using New Media Tools for distributing Online Content	3
5	Understanding search engine optimization	3
	Practical	
1	Writing skill development for New Media	3
2	Blog designing and development	3
3	Training in digital media houses	4
4	Insight into Social Media	2

5. Course: Art of Drama

Paper Code: 10(CR) AOD

Unit	Content	No. of Classes
	Theory	1 hour each
1	Introduction to art of drama; Components of drama	1
2	Natyaashastra and Indian theatre	1
3	Dramatic literature and theatre architecture	2
4	An introduction to method of acting –Stanislavsky’s method	2
5	Diverse culture of Assam and evolution of Assamese theatre	2
6	An introduction to Western Theatre	1
8	Mime and physical theatre	1
9	Stage craft and production design, costume design, set design, light design, properties making and makeup	2
		Total -12

1	Practical Voice and speech; storytelling, recitation and singing	2
2	Script writing, creative writing, script translation	2
3	Stage setting and application of music in theatre	3
5	Acting in different media and performanc	5
		Total 12x2=24
	Total Class hours – Theory 12+ Practical 24=36	

6. Course: Music and melody for mind

Paper Code: 10(CR) MMM

Unit	Course Content	No. of Classes(T)
		1 hour each
1	Theory of music	2 (2 hours)
2	History of music	2 (2 hours)
3	Music for relaxation	2 (2 hours)
4	Music for meditation	2 (2 hours)
5	Evaluation of music	2 (2 hours)
6	Music and melody for mind	2 (2 hours)
	Total Class hours – Theory 12+ Practical 24= 36	12

7. Course: Spring Dances & Songs of Assam

Paper Code: 10(CR) SDS

Unit	Content	No. of Classes
1	Introduction to folk songs, dance and music	2
2	Folk musical instruments	1
3	Physical exercises and body parts movement for different dances	1
4	Choreography movements with music	1
5	Tribes of Assam and their dance forms	2
6	Spring Festivals and dances of selected communities: Missing, Deuri, Tiwa, Rabha, Karbi, Hajong, Sonuwal Kachari, Moran	4
7	Tea tribe culture and their dance and music	1
	Total -	12
	Practical	
1	Physical exercises and body parts movement	2
2	Choreography movement with music	3
3	Songs of different communities	2
4	Dances of different communities	2
5	Performing mime and role play	3
	Total	12x2=24
	Total Class hours – Theory 12+ Practical 24=36	

8. Course: Creative Writing

Paper Code: 10(CR) CR

Unit	Content	No. of Classes
	Theory	1 hour each
1	Introduction to Creative Writing-The Fundamentals	1
2	Forms of Creative Writing; Skills; Style	1
3	Introduction to Generes: Basic features	2
4	Reading Poetry (English, Indian, Northeast, Assamese)	2x4=8
5	Reading Fiction (English, Indian, Northeast, Assamese)	2x4=8
6	Reading Drama (English, Indian, Northeast, Assamese)	2x4=8
7	Translation (English to Target Language and Vice Versa)	2
8	Adaptations (Book into Films)	2+2=4
9	Editing (textual)	1
10	Creative writing in the Digital form	1
	Total Class hours	36
	Total Class hours – Theory 24+ Practice/Workshop 12=36	

9. Course: Learn and Speak Bodo Language

Paper Code: 10(CR) BOD

Unit	Course Content	No of Classes
1. Alphabet and Vocabulary	(i) Introduction to alphabets and articulation	
	(ii) Introduction to phonemes, special phonological features of the language	
	(iii) Introduction to word formation	
	(iv) Introduction to Vocabulary of the language	
2. Grammar	(i) Use of pronouns	
	(ii) Use of tense-marker	
	(iii) Use of case and case-endings	
	(iv) Use of numerals and numeral classifiers, quantifiers	
	(v) Use of Gender and number markers	
3. Practical and Viva-Voce	(i) Translation from other language to Bodo	
	(ii) Translation from Bodo to other language	
	(iii) Conversation in Bodo; and reading from texts	
	(iv) Exercise of creative writing	
	(v) Exercise of reading and writing	

10. Course: Assamese Food and Cuisine

Paper Code: 10(CR) AFC

Unit	Content	No. of Classes
1	Types of famous food of the world	2
2	Assamese cuisines in world food chart	2

3	Prevalent food habits of Tribes and Non-Tribes of Assam (Veg. & Non Veg.)	3
4	Prevalent proverbs (Dakor Bosan) and idioms (Fokora jujona) associated with Assamese food	1
5	Comparative analysis of Assamese cuisines and cuisines of other countries	4
6	Ancient food habits of the Assamese society; Cuisines in ancient Assamese literature	2
7	Arrival of Ahom and Koch rulers and their influence on Assamese food	2
8	Use of spices in Assamese cuisines	2
9	Arrival of the Muslims and their influence on Assamese food	2
10	Changes in Assamese food under the British rule	2
11	Green leafy vegetables used in Assamese cooking	1
12	Use of Medicinal plants in Assamese food	2
13	Locally available fishes used in various cuisines of Assam (Around 20 Nos)	2
14	Locally produced paddy and pulses (Around 20 varieties)	2
15	Vaishnavite (Sattras) food habits in Assam	2
16	Seasonal Assamese delicacies	3
17	Desserts and side dishes in Assamese cooking	2
	Total Class hours – Theory 12+ Practical 24=36	

11. Course: Travel and Tourism

Paper Code: 10(CR) TT

Unit	Content	No. of Classes
1	Concept, Nature, Scope and Significance	4
2	Purpose and Types	3
3	Tourism as industry; Tourism infrastructure and Tourism products	3
4	Historical development	1
5	Travel Agency, Tour operators & Travel companies	4
6	Tour packaging, Tourist Guide	3
7	Travel regulations: Passport, Visa, Restricted area permit, Inner line permit	4
8	Geography of Tourism; Assam-Natural, Cultural, Historical impacts	4
9	Thrust areas of Assam tourism; Wildlife, Eco-Tourism, Cultural, Religious etc.	4
10	Tourism Policy in Assam; ATDC, Home Stay	3
11	Entrepreneur; Eco-camp, Rural tourism	3
	Total Class hours – Theory + Practical/Workshop/Visits=36	

12. Course: Assamese/ Bengali DTP and Basics of Page Maker

Paper Code: 10(CR) ABDP

1.	(i) Brief History of Computer and Computer Applications	
2.	(ii) Introduction to the Windows Operating System a. Basics Understanding of Windows Operating System. b. Basics of Folder and File Management. c. Basic of Printer and Device Management. d. Basics of Scanner Operation.	
3.	(iii) Basics of English Typewriting Methodology. a. Computer keyboard layout and Typewriting Skill Training.	
4.	Introduction to the Assamese & Bengali Typing Software " Ramdhenu "	
5.	Introduction to the Various " Ramdhenu " Keyboard Layout.	
6.	Introduction to the DTP software " PageMaker 7.0 " a. Basic of PageMaker: I. PageMaker Environment. II. PageMaker Menu Structure. III. Introduction to PageMaker Tool Box . IV. Introduction to PageMaker Publication and Documents . V. Introduction to Various PageMaker Palettes . VI. Introduction to PageMaker Measurement System . VII. Introduction to PageMaker Page Management . VIII. Working with Text. Typing Assamese in PageMaker using Ramdhenu .	
7.	Basic of Assamese and Bengali Unicode Typing.	
8.	Conversion between Ramdhenu and Unicode text using bridge Software ConvertTech UTG and ConvertTech GTU	
9.	Basic of file compressing/decompressing and various online shearing technology	

13. Course: International Computer Driving License (ICDL)

Paper Code: 10(CR) ICDLB

Modules	Course Content	Theory
		Classes of 2 hours each
1	Computer Essential: This module sets out essential concepts and skills relating to the use of devices, file creation and management, networks and data security.	2
2	Online Essential: This module sets out essential concepts and skills relating to web browsing, effective information search, online communication and e-mail.	2
3	Word Processing: This module sets out essential concepts and skills relating to the ability to use a word processing application to create everyday letters and documents.	4
4	Spreadsheets: This module sets out essential concepts and skills relating to understanding the concept of Spreadsheets and demonstrating an ability to use a spreadsheet to produce accurate work outputs.	6
5	Presentation: This module sets out essential concepts and skills relating to demonstrating competence in using Presentation software.	4
	Total	36 hours

"What is the International Computer Driving Licence (ICDL)?"

ICDL is an internationally recognised certification that enables people to certify their computer skills to an international standard.

- To achieve 4 credits candidate must obtain an ICDL
 - Candidate Registration Number (CRN) and pass the certification tests in 5 modules within the year in total
- A number of test dates are available throughout the year.
- Each module test comprises 36-39 questions, 45 minutes time limit with a pass mark 75%.
- If you can't pass all the modules within the year, you still have the opportunity to complete your ICDL profile in a subsequent year.
- **Total number of hours required to acquire the competencies is 72 hours.**
- **This should be achieved by a combination of self-study and face-to-face class room sessions.**
- If you believe that you already have appropriate IT skills and are sufficiently experienced, you can even start with module 4.
- The registered candidate will be given access to the online test portal to practice.
- The department will provide optional face-to-face support for half of the recommended study hours (18 (8+10) hours). The university computer cluster can be used for self-study practical sessions as required.