

Semester	Course Code	Course Category	Hours/ Week	Credits	Marks for Evaluation		
					CIA	ESE	Total
III	23UVCVAC1	VALUE ADDED COURSE - I	30	-	-	-	100
Course Title		CLAY MODELING					

SYLLABUS		
Unit	Contents	Hours
I	Introduction to Clay – Types of Clay – Natural Clay, artificial clay	6
II	Using Clay-creating object using basic shapes	6
III	Character modelling- Human, Animal	6
IV	Materials needed for Clay Modeling- Natural Clay, artificial clay, Skeleton using wire framing.	6
V	Production of Clay Modeling with thematic.	6

* Self-study portions

Text Book(s):
1. 3D Total Publishing, Beginner's Guide to Sculpting Character in clay, 2017 2. Prof. Bibhudutta Baral, Divyadarshan C. S., Lija M. G., Clay Modelling Hand Building Techniques,
Reference Book(s):
1. Peter Rubino, Sculpting The Figure In Clay: An Artistic And Technical Journey To Understanding The Creative And Dynamic Forces In Figurative S. 2010.
Web Resource(s):
https://www.youtube.com/watch?v=AXLWKybRjU8

Course Outcomes		
Upon successful completion of this course, the student will be able to:		
CO No.	CO Statement	Cognitive Level (K-Level)
CO1	Writing script for product or service	K1, K2
CO2	Choosing the right templates for graphic design	K3
CO3	Compiling audio & video for video production	K4
CO4	Creating video for social media	K4
CO5	Utilize the video for Media Production	K5

Relationship Matrix:

Course Outcomes (COs)	Programme Outcomes (POs)					Programme Specific Outcomes (PSOs)					Mean Score of COs
	PO1	PO2	PO3	PO4	PO5	PSO1	PSO2	PSO3	PSO4	PSO5	
CO1	2	2	0	0	3	3	0	0	0	3	1.3
CO2	2	2	2	3	2	3	2	3	2	0	2.1
CO3	2	2	3	2	2	2	3	2	3	2	2.3
CO4	2	3	2	2	2	3	2	0	2	2	2.0
CO5	3	2	1	3	1	2	2	1	3	3	2.1
Mean Overall Score											1.96
Correlation											Medium

Mean Overall Score = Sum of Mean Score of COs / Total Number of COs

Mean Overall Score	Correlation
< 1.5	Low
≥ 1.5 and < 2.5	Medium
≥ 2.5	High

Course Coordinators: Mr.K.ShanmugaVelayutham, Mr.B.Ramakrishnan

Semester	Course Code	Course Category	Hours/ Week	Credits	Marks for Evaluation		
					CIA	ESE	Total
V	23UVCVAC2	VALUE ADDED COURSE - II	30	-	-	-	100
Course Title		PRESENTATION USING CANVA					

SYLLABUS		
Unit	Contents	Hours
I	Introduction – Canva -how to use design app for effective presentation.	6
II	Print Media-using Canva for graphic design	6
III	Electronic Media –Using Canva for Audio& Video production	6
IV	Social Media – Creating content for social media by using Canva	6
V	Exploring the options of Canva for Media Production	6

* Self-study portions

Text Book(s):
1. Key Usen Canva: Create and design logo, flyer, book covers etc.2023
Reference Book(s):
1. Rober Lewis,CANVA FOR BEGINNERS AND BUSINESS: The Ultimate Graphic Design Guide with Complete Step by Step Methods for Starters, Marketers and Entrepreneurs.2023
Web Resource(s):
https://www.youtube.com/watch?v=mwYRKPT1TgI
https://www.youtube.com/watch?v=w1475aKIFig

Course Outcomes		
Upon successful completion of this course, the student will be able to:		
CO No.	CO Statement	Cognitive Level (K-Level)
CO1	Writing script for product or service	K1, K2
CO2	Choosing the right templates for graphic design	K3
CO3	Compiling audio &video for video production	K3
CO4	Creating video for social media	K4
CO5	Utilize the video for Media Production	K5

Relationship Matrix:

Course Outcomes (COs)	Programme Outcomes (POs)					Programme Specific Outcomes (PSOs)					Mean Score of COs
	PO1	PO2	PO3	PO4	PO5	PSO1	PSO2	PSO3	PSO4	PSO5	
CO1	2	2	0	0	3	2	0	0	0	3	1.2
CO2	2	2	2	3	2	3	2	3	2	0	2.1
CO3	2	2	2	2	2	2	3	2	3	2	2.2
CO4	2	3	2	2	2	3	2	0	2	2	2.0
CO5	3	2	1	3	1	2	2	1	3	3	2.1
Mean Overall Score											1.92 n
Correlation											Medium

Mean Overall Score = Sum of Mean Score of COs / Total Number of COs

Mean Overall Score	Correlation
< 1.5	Low
≥ 1.5 and < 2.5	Medium
≥ 2.5	High

Course Coordinators: Dr. S. Ragunathan & Mr. D. Pradheepan