

Guest/ Visiting Faculty / Expert / Craftsman requirement sheet (for uploading on portal)

Sr. No.	Course Name	Course Lead	Semester	Commencement Date the course	End Date of the course	Guest faculty requirement from (date)	Guest faculty requirement to (date)	Guest Faculty required for no. of days	Course Mode (Offline / Online /Hybrid)	Abstract (1 sentence about the requirement)
1	Elective-I	Mr. Mayank Sharma	IV	08.01.2024	19.01.2024	08.01.2024	19.01.2024	10	Offline	
2	Typography-II	Ms. Setu Sharma	IV	22.01.2024	02.02.2024	22.01.2024	02.02.2024	10	Offline	The aim of this module is students should be able to gain the knowledge and role of typography in various media through contextualizing and applying their knowledge of typography in their own design work.
3	Introduction to Aesthetic	Ms. Setu Sharma	IV	05.02.2024	09.02.2024	05.02.2024	09.02.2024	5	Offline	This course will help students to gain the knowledge of aesthetics and to understand the role and importance aesthetics in design.
4	Production Sound	Mr. Mayank Sharma	IV	12.02.2024	16.02.2024	12.02.2024	16.02.2024	5	Offline	The aim of this module is to introduce students to the sound design in the context of audio-visual production.
5	Design Research Method	Ms. Setu Sharma	IV	26.02.2024	07.03.2024	26.02.2024	07.03.2024	10	Offline	To strengthen the empathetic attitude and reflective thinking of the students to be able to articulate the design context in a better way.
6	Concept Art and Visual Scripting	Mr. Pramod Kumar Marshal	IV	11.03.2024	28.03.2024	11.03.2024	28.03.2024	15	Offline	The aim of this module is to provide students the knowledge and skills to execute an idea into visual forms for various media before it gets into final production.
7	Film making Process	Mr. Pramod Kumar Marshal	IV	01.04.2024	12.04.2024	01.04.2024	12.04.2024	10	Offline	The aim of this module is to introduce students to different techniques and processes of making a professional movie.
8	Animation Basics	Mr. Pramod Kumar Marshal	IV	15.04.2024	03.05.2024	15.04.2024	03.05.2024	15	Offline	The aim of this module is to introduce students to traditional animation to provide the working knowledge of animation techniques necessary to design animation sequences. Creating Movement and expressions.
9	UI/UX Product Development	Mr. Mayank Sharma	VI	29.01.2024	09.02.2024	29.01.2024	09.02.2024	10	Offline	To understand the design process for solving interaction design problems that can involve products, services, and environments and is oriented toward practical methods for approaching a design problem. The focus is to develop conceptual design based on the needs of users.
10	Documentary Film	Mr. Pramod Kumar Marshal	VI	12.02.2024	07.03.2024	12.02.2024	07.03.2024	20	Offline	A project involves activities that closely relate to professional work in the related field. Upon completion, students will be able to apply the discipline knowledge and capabilities acquired during the program. Design project may incorporate work-integrated learning, case analysis, and other immersive learning experiences such as study tools, service learning, volunteering, virtual simulations, etc.
11	Experimental Animation	Mr. Pramod Kumar Marshal	VI	08.04.2024	03.05.2024	08.04.2024	03.05.2024	20	Offline	A project involves activities that closely relate to professional work in the related field. Upon completion, students will be able to apply the discipline knowledge and capabilities acquired during the program. Design project may incorporate work-integrated learning, case analysis, and other immersive learning experiences such as study tools, service learning, volunteering, virtual simulations, etc.