DEPARTMENT OF MASS COMMUNICATION

School of Creative Art, Design and Media Studies

B.SC. (Animation & VFX)

Academic Year - 2018-21

Programme Code: SDM0202

Prepared by : Department of Mass Communication

Vision, Mission and Core Values of the University

Vision of the University

To serve the society by being a global University of higher learning in pursuit of academic excellence, innovation and nurturing entrepreneurship.

Mission of the University

1. **Transformative educational experience**
2. **Enrichment by educational initiatives that encourage global outlook**
3. **Develop research, support disruptive innovations and accelerate entrepreneurship**
4. **Seeking beyond boundaries**

Core Values

Integrity

Leadership

Diversity

Community

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1.2 Vision and Mission of the School of Creative Art, Design and Media Studies

Vision of the School

To build the school as a hub of teaching, research and innovation in the field of art, design and media studies. Thus making it a truly world class centre for producing industry ready professionals at par with the best universities of the world.

Mission of the School

Creating a stimulating, flexible and application based learning environment for students as well as faculty.

To provide the necessary platform to impart skills and knowledge related to journalism and mass communication.

Creating brilliant professionals by imparting a blend of theory and more practical lessons through state-of-the-art infrastructure.

Leveraging research to form strong industry-academia linkages.

Core Values

Innovation

Awareness

Information

Ethics

1.2.1Vision and Mission of the Department of Mass Communication

Vision of the Department of Mass Communication

To build a department that goes beyond regional & cultural barriers with educational model that is sustainable, replicable & scalable, and empowers students with a future that is driven by knowledge, practice, entrepreneurial skills, socially responsible principles and moral values.

To provide intensive and integrated education in the field of communication, that is at par with best global communication schools and that nurtures individual aspirations to lead, innovate and collaborate to effectively apply conceptual understandings vis-a-vis practical and complex communication phenomenon and technologies.

Mission of the Department of Mass Communication

Provide journalism, communication and media-education platform to impart skills and knowledge with strong industry-academic linkages, consultancies and strong research base.

Create global media professionals & leaders by imparting a blend of theory and practical lessons through state-of-art infrastructure.

Create stimulating, flexible and application based learning environment for students & for the faculty.

Core Values

Innovation

Awareness

Information

Ethics

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Programme Educational Objectives (PEO) B.Sc. Animation & VFX

PEO1: The curriculum shall provide the students the required skill sets & Idea development ability to create new narratives for society and nation.

PEO 2: -Enables a student to capable enough to establish his or her Production Studio, independent Digital Film Maker or an entrepreneur

PEO3: The curriculum shall provide them learning acquired by explorations in the field of 2D & 3D Animation, VFX, Broadcast Animation, Info-Graphics and Gaming to create New visuals, ease of interactive communication with the help of new age technology.

PEO4: The programme shall include more hands-on experience with regular workshops and updated trends, new technology of Animation, VFX & Gaming Industries. It shall provide the insight of changing scenario of industry and parallel updating of skill sets.

Mapping of PEOs with School Mission Statements:

PEO Statements	School Mission-1	School Mission-2	School Mission-3	School Mission-4
PEO1:	2	2	1	3
PEO2:	2	3	1	2
PEO3:	3	1	2	1
PEO4:	1	2	3	2

1. Slight(Low) 2.Moderate (Medium) 3. Substantial(High)

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Program Outcomes (PO's)

PO1: Discuss, explore, demonstrate and apply to create new narratives for entertainment, education & Nation Building

PO2: Exploring & Developing new Visual forms and techniques of storytelling.

PO3: Understand and implement new technologies relative to Animation, VFX and Gaming.

PO4: Demonstrate the skill of concept development in visual forms.

PO5: Developed as Independent Film Maker.

Mapping of Program Outcome Vs Program Educational Objectives

	PEO1	PEO2	PEO3	PEO4
PO1	2	3	2	1
PO2	2	2	1	2
PO3	3	2	1	1
PO4	1	2	2	1
PO5	1	1	2	3

1. *Slight(Low)* *2.Moderate(Medium)* *3. Substantial(High)*

Program Outcome Vs Courses Mapping Table

Program Outcome	Course Name	PO1	PO2	PO3	PO4	PO5
Courses						
SEM-1	Functional English I	-	3	-	-	-
	Functional English Lab I	1	-	1	-	-
	2D Digital Animation I	1	2	1	3	3
	Foundation Art	2	2	1	3	2
	Principles of Animation	1	2	1	3	3
	Fundamental of Design	2	2	1	3	2
	Fundamental of drawing	1	2	1	-	3
	Representation Skill I	2	2	1	3	2
SEM-2						
	Functional English II	-	3	-	-	-
	Functional English Lab II	1	-	1	-	-
	Digital Art	3	1	2	1	2
	Storytelling	2	2	1	3	2
	Representation Skill II	2	2	1	3	2
	2D Digital Animation II	1	2	1	3	3
	3D Lab I	2	2	1	3	2
	Portfolio I	2	2	1	3	2
SEM-3	History of VFX	2	2	1	3	2
	3D Animation I	3	1	2	1	2
	Film Appreciation & Analysis	2	1	2	1	2
	Photography	2	2	1	3	2
	Study of Anatomy	2	1	2	1	2
	Drawing for Animation	2	2	1	2	2
	3D Lab II	2	1	2	1	2
	Community Connect	1	-	1-	-	1
	Environmental studies	-	-	-	-	3
SEM-4	Storyboarding	2	2	1	3	2
	Character &BG Design	3	1	2	1	2
	Lighting & Rendering	2	1	3	3	2
	CG Compositing Techniques	3	1	2	1	2
	Cinematography	2	2	1	3	2
	Material Animation	3	1	2	1	2

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	Portfolio II	2	2	1	3	2
	3D Animation II	2	2	1	3	2

SEM-5	Sound Design	3	1	2	1	2
	Motion Graphics	1	2	1	3	2
	Project Management	3	1	2	1	2
	Match Moving	2	2	1	3	2
	Matte Painting		1	2	1	2
	Visual Effects compositing Techniques	2	2	1	3	2
SEM-6	Final Project & Project Report	3	1	2	1	2

1. *Slight(Low)*
2. *Moderate (Medium)*
3. *Substantial(High)*

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School of Media, Film & Entertainment

B.Sc Animation & VFX

TERM: I

S. No.	Subject Code	Subjects	Teaching Load			Credits	Core/Elective ,Pre- Requisite, Co-Requisite	1.CC 2- AECC 3- SEC, 4- DSE
			L	T	P			
JURY SUBJECTS								-
1	BSA101	Foundation Art	2	0	2	3	Co-Requisite	CC
2	BSA104	Principles of Animation	2	0	2	3	Core	CC
3	BDZ132	Fundamental of Design	0	1	4	3	Co-Requisite	CC
4	BDZ120	Fundamental of drawing -I	0	0	4	2	Co-Requisite	CC
5	BSA106	2D Digital Animation I	2	0	4	4	Core	CC
6	BDZ108	Representation Skill I	0	2	0	2	Co-Requisite	AECC
7	ENP 102	Functional English Lab I	0	0	2	1	Co-Requisite	AECC
8	OPE	HTML Programming	0	2	0	2	Elective	AECC
THEORY SUBJECTS								
9	FEN 101	Functional English beginners	2	0	0	2	Co- Requisite	AECC
		Total				**22**		

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TERM: II

S. No.	Subject Code	Subjects	Teaching Load			Credits	Core/Elective ,Pre-Requisite,Co-Requisite	1.CC, 2- ECC, 3- SEC 4- DSE
			L	T	P			
JURY SUBJECTS								
1	BSA109	Digital Art	2	0	4	4	Core	CC
2	BSA107	Storytelling	1	0	2	2	Core	CC
3	BDZ114	Representation Skill II	0	2	0	2	Co-Requisite	AECC
4	BSA115	2D Digital Animation II	1	0	4	3	Core	CC
5	BSA114	3D Lab I	2	0	4	4	Core	CC
6	BSA113	Portfolio I	0	0	4	2	Core	CC
8	ENP 103	Functional English Lab II	0	0	2	1	Co-Requisite	AECC
THEORY SUBJECTS								
9	FEN 102	Functional English beginners	2	0	0	2	Co- Requisite	AECC
						20		

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TERM: III

S. No.	Subject Code	Subjects	Teaching Load			Credits	Core/Elective ,Pre-Requisite,Co-Requisite	1.CC,2-AECC,3-SEC,4-DSE
			L	T	P			
JURY SUBJECTS								
1	BSA216	3D Animation I	2	0	4	4	Core	CC
2	BSA204	Photography	1	0	4	3	Co-Requisite	CC
3	BSA218	Study of Anatomy	1	0	2	2	Co-Requisite	CC
4	BSA219	Drawing for Animation	1	0	2	2	Core	CC
5	BSA220	3D Lab II	2	0	6	5	Core	CC
THEORY SUBJECTS								
1	BSA201	History of VFX	2	0	0	2	Co-Requisite	AECC
2	BSA217	Film Appreciation & Analysis	2	0	0	2	Co-Requisite	AECC
	BDC216	Environmental Science	3	0	0	3	Co-Requisite	AECC
						23		

TERM: IV

S. No.	Subject Code	Subjects	Teaching Load			Credits	Core/Elective ,Pre-Requisite,Co-Requisite	1.CC,2-AECC,3-SEC,4-DSE
			L	T	P			
JURY SUBJECTS								
1	BSA224	3D Animation II	1	0	6	4	Core	CC
2	BSA209	Storyboarding	1	0	2	2	Core	CC
3	BSA221	Character &BG Design	1	0	2	2	Core	CC
4	BSA211	Lighting & Rendering	2	0	2	3	Core	CC
5	BSA212	CG Compositing Techniques	1	0	4	3	Core	CC
6	BSA222	Cinematography	1	0	2	2	Co-Requisite	CC
7	BSA223	Material Animation	1	0	2	2	Co-Requisite	CC
8	BSA215	Portfolio II	0	0	4	2	Core	CC
						20		

TERM: V

S. No.	Subject Code	Subjects	Teaching Load			Credits	Core/Elective ,Pre-Requisite,Co-Requisite	1.CC,2-AECC,3-SEC,4-DSE
			L	T	P			
JURY SUBJECTS								
1	BSA301	Sound Design	1	0	4	3	Co-Requisite	CC
2	BSA302	Motion Graphics	1	0	6	4	Core	CC
3	BSA307	Project Management	1	0	2	2	Co-Requisite	AECC
4	BSA304	Match Moving	2	0	4	4	Core	CC
5	BSA310	Matte Painting	2	0	2	3	Co-Requisite	CC
6	BSA306	Visual Effects compositing Techniques	2	0	4	4	Core	CC
						20		

TERM: VI

S. No.	Subject Code	Subjects	Teaching Load			Credits	Core/Elective ,Pre-Requisite, Co-Requisite	1.CC,2-AECC, 3-SEC,4-DSE
			L	T	P			
JURY SUBJECTS								
1	BSA309	Final Project & Project report	10	0	24	**22**	Core	AECC

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Semester:1

School: SCADMS		**Batch : 2018-21**	
Program: B.Sc Animation & VFX		**Current Academic Year: 2018-19**	
Branch:		**Semester: I**	
1	Course Code	FEN102	
2	Course Title	Functional English I	
3	Credits	**2**	
4	Contact Hours (L-T-P)	**2-0-0**	
	Course Status	**Compulsory**	
5	Course Objective	To equip students to minimize the linguistic barriers emerging in a different environment. Help students to understand different accents and standardize their existing English Guide the students to hone the basic communication skills, listening, speaking reading and writing.	
6	Course Outcomes	**Students would be able to:** CO1: -Improve four basic skills of language- listening, speaking, reading and writing CO2-Learn to use correct sentence structure and punctuation CO3-Learn the correct use of new words CO4-Write paragraphs and critically evaluate arguments in terms of the strength of evidence and reasoning. CO5-Use English expressions for thought and action CO6-Learn to appreciate true human feelings and life events CO7-Cultivate and develop reading habits CO8-Develop over all comprehension ability	
7	Course Description		
8	**Outline syllabus:-**		**CO Achievement**
	Unit 1	Unit A Comprehension	
		Unit A Topic 1 Reading Comprehension Unit A Topic 2 Picture Interpretation Unit A Topic 3 Listening Comprehension	CO1 CO1 CO1

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	Unit 2	Unit B Writing Effectively	
		Unit B Topic 1 Writing Effective Sentences (Articles, Prepositions, Tenses etc.) Unit B Topic 2 Simple, Complex Compound Sentences Unit B Topic 3 Vocabulary Enhancement, Punctuation Practice	CO2 CO2 CO2 CO2
	Unit 3	Unit C Paragraph Writing	
		Unit C Topic 1 Descriptive Paragraphs Unit C Topic 2 Explanatory Paragraphs Unit C Topic 3 Argumentative Paragraphs	CO3, CO4, CO5 CO3, CO4, CO5 CO3, CO4, CO5
	Unit 4	Unit D Reading	
		Unit D Topic 1 Reading Passage-1 Unit D Topic 2 Reading Passage-2 Unit D Topic 3 Reading Passage-3	CO6, CO7, CO8 CO6, CO7, CO8 CO6, CO7, CO8
	Mode of examination	Jury	
	Weightage Distribution	CA / MTE / ETE	
		30% / 20% / 50%	
	Text book/s*	Murphy. Murphy's English Grammar with CD, Cambridge University Press. • Work-BookLink https://onedrive.live.com/redir?resid=90B5754AEBA35CCF%21143	
	Other References	• Wren, P.C.&Martin H. High English Grammar and Composition, S.Chand& Company Ltd, New Delhi • Blum, M. Rosen. How to Build Better Vocabulary. London: Bloomsbury Publication	

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Course Articulation Matrix

Pos Cos	PO1	PO2	PO3	PO4	PO5
CO1	2	-	-	-	-
CO2	-	1	-	-	-
CO3	-	-	2	-	-
CO4	-	-	-	1	-
CO5	-	-	-	-	1
CO6	-	-	2	-	-
CO7	-	-	-	1	-
CO8	-	-	-	-	1

1-Slight (Low)
2-Moderate (Medium) 3-Substantial (High)

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School: SCADMS		Batch : 2018-21	
Program: B.Sc. Animation & VFX		Current Academic Year 2018-19	
Branch: NA		Semester:1	
1	Course Code	BSA101	
2	Course Title	Foundation Art	
3	Credits	3	
4	Contact Hours (L-T-P)	2-0-2	
	Course Status	Compulsory	
5	Course Objective	• It enables the students to learn the medium of Drawing and its importance in visualization. • Allows students to learn, observe, analyze and visualize. • Guides the student to strengthen the drawing skills • to support later part of Animationdesign.	
6	Course Outcomes	CO1: Discover the role of different medium and materials. CO2: Analyze importance of Perspective. CO3: Utilizing perspective in Drawing from real life. CO4: Application of Light and shade in Art. CO5: Learn the Application of Anatomy in figure drawing.	
7	Course Description	Students will learn basic fundamentals of drawing, materials to be used and visualization. They will understand the significance of basic drawing in Animation. At the end of the module they will acquainted with 1,2 & 3 points Perspective, Light & Shade and figurative art.	
8	Outline syllabus:-		CO Achievement
	Unit 1	Materials and Medium	
		Unit 1 TopicAApplication of art on Different mediums. Unit 1TopicB To learn, observe, analyzing, and drawing everyday life. Unit 1TopicC Practice of different object from surrounding.	CO1 CO1 CO1
	Unit 2	Perspective Drawing	

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		Unit 2TopicA Significance of Perspective in drawing. Unit 2TopicB One, Two and three point Perspective with different Eye levels and angles.	CO2 CO2
	Unit 3	Nature Drawing	
		Unit 3 Topic A Location drawing with flora. Unit 3 Topic B Location drawing with fauna. Unit 3 Topic C Understanding proportion, volume, morphology in Drawing.	CO3 CO3 CO3
	Unit 4	Lighting and Shading	
		Unit 4TopicA Learning the concept of Lighting and shading on objects Unit 4TopicB Discovering the tonal variations in various photographs. Unit 4TopicC Perspective, Lighting and shading in Outdoor and Indoor study.	CO4 CO4 CO4
	Unit 5	Figure Drawing	
		Unit 5TopicA Drawing Lines, Stick and figures in Figure Drawing Unit 5TopicB Significance of anatomy in Drawing and its techniques. Unit 5TopicC Drawing of human figure for Different Background andEye-levels.	CO5 CO5 CO5
	Mode of examination	Jury	
	Weightage Distribution	CA / MTE / ETE	
		60% / 0% / 40%	
	Text book/s*	• Perspective Drawing Handbook, JosephD'Amelio • Fun with the Pencil,Loomis	
	Other References	• Dynamic Figure Drawing, BurneHogarth • Complete Book of Drawing Technique, Peter Stanyer	

Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO1	3	2	1	2	2
CO2	3	2	1	3	2
CO3	3	2	1	2	2
CO4	3	2	1	2	2
CO5	3	2	1	2	2

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1- Slight(Low)
2- Moderate
(Medium)
3- Substantial(High)

School: SCADMS		Batch :2018-21
Program: B.Sc. Animation & VFX		Current Academic Year: 2018-19
Branch: NA		Semester:I
1	Course Code	BDZ 132
2	CourseTitle	Fundamental of Design
3	Credits	3
4	Contact Hours (L-T-P)	0-1-4
	Course Type	Compulsory
5	Course Objective	1.The main objective of this course is to make students aware of the basics of design and their usage in everyday life objects and things 2. This is to enable students to understand the basic terminologies used in the design field and their applications in the design industry 3.The course objective is to make students understand spaces and their relating factors like form, scale, proportioned. 4.The objective is to understand the basics elements of design and their application in their design journey further
6	Course Outcomes	CO1: Identify the relation between spaces and their relating factors like proportion, scale, form etc. CO2: Compare different elements of design which contributes to design of everyday objects or projects. CO3: Apply the subtraction and addition of forms contributing to the complete design. CO4: Analyze the combination of colors and use of different materials with respect to textures and other principles of design. CO5: Design through Color Theory.

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7	Course Description	The course has been designed to make students understand the basic principles of design observed in everyday life objectives. The students would also be able to apply those principles of design in projects like installations, art works and other products designed during the curriculum. The students would be able to play with the forms and the massing, proportion and the scale relevant to the projects being covered.	
8	Outline syllabus		CO Mapping
	Unit 1	Discuss about design and design thinking.	
	A	a,b& c ,As per instructional plan	CO1, CO2
	B		
	C		
	Unit 2	Principle & Elements of design along with demonstration and class exercises e.g point, Line, plane, shape, color,form&space)	CO1,CO2 CO3
	A	a,b& c ,As per instructional plan	
	B		
	C		
	Unit 3	Principle of design –Balance, Harmony, Symmetry, Rhythm, Emphasis, Variety, Proportion.	CO1, CO3
	A	a,b& c ,As per instructional plan	
	B		
	C		
	Unit 4	Color theory	CO2, CO3 CO5
	A	a,b& c ,As per instructional plan	
	B		
	C		
	Unit 5	Color psychology	CO1, CO4
	A	a,b& c ,As per instructional plan	
	B		
	C		
	Mode of examination	Jury	
	Weightage Distribution	CA / ETE	
		60% / 40%	

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	Text book/s*	Design Drawing 2nd Edition by Francis D. K. Ching (Author), Steven P.Juroszek(Author) Universal Principles of Designby William Lidwell (Author), KritinaHolden (Author), Jill Butler (Author)	
	Other References		

Course Articulation Matrix

POs COs	PO1	PO2	PO3	PO4	PO5
CO1	3	2	1	3	1
CO2	3	2	1	3	1
CO3	3	2	2	3	1
CO4	3	2	2	3	1
CO5	3	2	2	3	1

1- Slight(Low)
2- Moderate (Medium) 3- Substantial(High)

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School: SCADMS		Batch : 2018-21	
Program: B.Sc. Animation & VFX		Current Academic Year: 2018-19	
Branch: NA		Semester: I	
1	Course Code	BDZ 108	
2	CourseTitle	Representation skill-I	
3	Credits	1	
4	Contact Hours (L-T-P)	0-2-0	
	Course Status	Core	
5	Course Objective	This subject is designed to explore and learn the fundamental of Visual and Communication skills to develop communicating ideas effectively, which is an integral part of any designing and professional domain.	
6	Course Outcomes	CO1: To equip the students to present themselves and their work in a professional manner. CO2: It will help identify the weak areas in presentations and communication of concepts anddrawings. CO3: Professional speaking. CO4: Structuring a Presentation. CO5: Professional presentation techniques- portfolio, models, power point presentations.	
7	Course Description	Syllabus is based on two main of criteria Visual and Communication Skills.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction	CO1,CO2
		a, Self-introduction, b,Any interesting topic, c,About other topics	
	Unit 2	Curriculum Vitae	CO2
		a,Importance of CV. b,Developing and preparing CV. c,Presentaion and discussion	
	Unit 3	Group Discussion	CO2,CO3

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		a,Group discussion on various themes or current affair. b,Group discussion on given themes and topics. c,			
	Unit 4	Visual communication			CO4
		a, Individual representation of Theme on paper using different mediums. b,individual representation after critics. c,Final presentation			
	Unit 5	Presentaion for project			CO2,CO5
		a,Creating a presentation to pitch for a project – basically learn to present an idea through ppt or audio visual aids. b,Talk about body language and dressing. c,Final presentation any specific project.			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	Robin Williams - The Non-Designer's Design Book			
	Other References				

Course Articulation Matrix

POs COs	PO1	PO2	PO3	PO4	PO5
CO1	3	2	1	3	1
CO2	3	2	1	3	1
CO3	3	2	2	3	1
CO4	3	2	2	3	1
CO5	3	2	2	3	1

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High)

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School: SCADMS		Batch : 2018-21	
Program: B.Sc. Animation & VFX		Current Academic Year: 2018-19	
Branch: NA		Semester: I	
1	Course Code	BDZ120	
2	CourseTitle	Fundamental of Drawing-I	
3	Credits	2	
4	Contact Hours (L-T-P)	0-0-4	
	Course Type	Compulsory	
5	Course Objective	The objective of this course is to enable the student to learn the proper tools and techniques of producing the various types of presentation and working drawing which they will make use of in their professional career.	
6	Course Outcomes	The student will be able to: CO1: Use the specific tools for making technical/construction drawings. CO2: Make orthographic projections ie. PlansElevation Sections etc. CO3: Make isometric and axonometric projections. CO4: Understand the use of scales and measurements. CO5: Typography Basics.	
7	Course Description	The course enables students to develop the co-ordination between tools and drawings. It gives a very clear method of communicating ideas and objects. 2D images of a 3D object obtained by viewing it from different orthogonal directions. Six principal views are possible and are named top, bottom, front, rear, left, and right views. However, three of the six views areregarded as standard views.	
8	Outline syllabus		CO Mapping
	Unit 1	Introduction	
	A	Introductory class with an overview of the syllabus	CO1, CO2
	B	Explaining the significance of orthographic projections.	

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	C	Use of Typography,lines,format,etc.		CO5
	Unit 2	Plan,Elevations		
	A	Plans of cube & Cuboid		CO1, CO3
	B	Plans & Elevations of Cylinder,Cone pyramid etcs		CO1, CO3
	C	Plan Elevations of complex models need to convert from 3d to 2d.		
	Unit 3	Isometric projections		CO2, CO3
	A	Simple isometric projections of cube and cuboid		
	B	Developing isometric from cylinder ,cone pyramid etc.		
	C	Developing isometric views from complex models		
	Unit 4	Scale and measurement		CO1, CO3
	A	Scale and measurement of small objects.		
	B	Measurement of interior spaces along with hieghts.		
	C	One project with overall dimentioning.		
	Unit 5	Axometric and Oblique		CO1, CO2,CO3
	A	Simple exercise for Axonometric ie Cube cuboid		
	B	Converting complex forms iesteps,cylinder ,cone into Axonometric views		
	C	Oblique projections		
	Mode of examination	Jury		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*			
	Other References			

Course Articulation Matrix

POs COs	PO1	PO2	PO3	PO4	PO5
CO1	3	2	1	3	1
CO2	2	3	1	3	3
CO3	3	2	2	3	1
CO4	2	2	2	3	1
CO5	2	2	2	3	1

1-Slight(Low) 2-Moderate(Medium) 3-Substantial(High)

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School: SCADMS		Batch : 2018-21	
Program: B.Sc. Animation & VFX		Current Academic Year: 2018-19	
Branch: NA		Semester:1	
1	Course Code	BSA104	
2	Course Title	Principles of Animation	
3	Credits	3	
4	Contact Hours (L-T-P)	2-0-2	
	Course Status	Compulsory	
5	Course Objective	• Understand the theoretical premise of the physical laws of motion • Cognitive illusion an optical Illusions • Understand acting as the most crucial aspect in animation • Timing is an integral part of acting and knowing its importance and relevance in animation as the most effective means to communicate • Understand how shapes and objects behave and learn how to execute this behavior as a series of drawings with the right nuance and timing • Ability to communicate a movement effectively in terms of form, mood, context, and timing.	
6	Course Outcomes	CO1:-Discover the Law of Physics & understand the Animation Principles CO2:-Studying Shapes & Forms andModel Sheet. CO3:- Mastering the Animation 12 Principles. CO4:- Understand the Real worldBehavior and Exaggeration in Animation. CO5:-Use of Tools & Principles	
7	Course Description	Students will learn the core basic of Animation known as 12 Animation Principles, laid by animators of Disney studio. Students explore & learn the basic law of physics as animation principles and further apply in different kinds of animation.	

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8	Outline syllabus:-				CO Achievement
	Unit 1	Materials and Forces			
		Unit 1 Topic A Laws of Motion Unit 1 Topic B Basic Principles of Animation Unit 1 Topic C Timing and Easing			CO1& CO3
	Unit 2	Special Effects			
		Unit 2 Topic A Building Character from shapes			CO2
		Unit 2 Topic B Key Drawings and In-Betweening.			CO2
	Unit 3	Looping and Secondary Animation			
		Unit 3 Topic A Simple shapes to Complex form looping Unit 3 Topic B Progressive Movements Unit 3 Topic C Follow Through Animation			CO3 CO3 CO3
	Unit 4	Complex Animation			
		Unit 4TopicA Exaggeration inAnimation Unit 4TopicB Animating complex forms usinglines			CO3& CO4 CO3& CO4
	Unit 5	Staging Animation			
		Unit 5TopicAAnimating Multiple forms Unit 5TopicBChoreography Unit 5TopicCStaging of a sequence and timing			CO3 CO3 CO3
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	The Animator's Survival Kit, A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators, Richard Williams, Publisher: Faber & Faber;			
	Other References	• Animation Book, Kit Laybourne, Three RiversPress, • The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3- D Animation, Three Rivers Press; • Animals in Motion, Eadweard Muybridge, Publisher: DoverPublications, • The Human Figure in Motion, EadweardMuybridge, Publisher: DoverPublications;			

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Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO1	3	2	1	3	2
CO2	3	2	1	3	2
CO3	3	2	1	2	2
CO4	3	2	1	2	2
CO5	3	2	1	2	2

1- Slight(Low)
2- Moderate
(Medium) 3-
Substantial(High)

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School: SCADMS		Batch : 2018-21	
Program: B.Sc. Animation & VFX		Current Academic Year: 2018-19	
Branch: NA		Semester:1	
1	Course Code	BSA106	
2	Course Title	2D Digital Animation – I	
3	Credits	4	
4	Contact Hours (L-T-P)	2-0-4	
	Course Status	Compulsory	
5	Course Objective	• Understand the basics of creating 2D digital animation. Creating Keyframe and Twininganimation. • Understand the workflow to create layered 2D digital animation Creating Background design and animation.	
6	Course Outcomes	CO1: -2D Application & techniques in creating 2D animation CO2: -Analyze timing and sequencing of Animation. CO3:-Learn to apply principles of animation in scene. CO4:-Traditional Animation Concept and 2D computer Animation. CO5:-2D Animation workflow.	
7	Course Description	Students will learn the different techniques and rules of 2D Digital Animation. Students will learn key frame full and limited animation. This course enables a student to create his or her Animated Movies, Web Graphics etc.	
8	Outline syllabus:-		CO Achievement
	Unit 1	Tools and Interface	
		Unit 1 Topic A Workflow Introduction and Unit 1 Topic B Settings Drawing and Shape Animation Unit Manipulation 1 TopicC Working with Strokes and Fills.	CO1 CO1 CO1
	Unit 2	Tween Animation	
		Unit 2 Topic A Motion and Shape Tween Unit 2 Topic B Path animation using Guide Unit 2 Topic C Layer. Masking and Gradients.	CO2& CO2 CO1 & CO2 CO1 & CO2
	Unit 3	Staging and Timing	

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		Unit 3 Topic A Unit 3 Topic B Unit 3 Topic C Scenes.	Static Background Scenes Animated Background Scenes Scene Management and Editing		CO1 & CO2 CO1 & CO2 CO1 & CO2 CO1 & CO2
	Unit 4	Exporting Movie			
		Unit 4 Topic A	File and Library Management		CO1
		Unit 4TopicB	Compressions and Settings		CO1
	Unit 5	Applications			
		Unit 5TopicA Unit 5TopicB Unit 5TopicC	Keyframe Animation - Principles of Animation Keyframe Animation – Simple Character Animation Creating Scenes for Animation		CO3 CO3 CO3, CO4
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	• Adobe Flash Professional CS6 Classroom in a Book 1st Edition from Adobe CreativeTeam			
	Other References	How to Cheat in Adobe Flash CS5: The Art of Design and Animation Publications from Chris Georgenes			

Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO1	3	2	1	1	1
CO2	3	2	1	1	1
CO3	3	2	1	1	1
CO4	3	2	1	1	1
CO5	3	2	1	1	1

1- Slight(Low)
2- Moderate (Medium)
3- 3-Substantial(High)

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Semester:2

School: SCADMS		**Batch : 2018-21**	
Program: B.Sc Animation & VFX		**Current Academic Year: 2018-19**	
Branch:		**Semester: II**	
1	Course Code	FEN102	
2	Course Title	Functional English II	
3	Credits	**2**	
4	Contact Hours (L-T-P)	**2-0-0**	
	Course Status	**Compulsory**	
5	Course Objective	To equip students to minimize the linguistic barriers emerging in a different environment. Help students to understand different accents and standardize their existing English Guide the students to hone the basic communication skills, listening, speaking reading and writing.	
6	Course Outcomes	Students would be able to: CO1:-Improve four basic skills of language-listening, speaking, reading and writing CO2-Learn to use correct sentence structure and punctuation CO3-Learn the correct use of new words CO4-Write paragraphs and critically evaluate arguments in terms of the strength of evidence and reasoning. CO5-Use English expressions for thought and action CO6-Learn to appreciate true human feelings and life events CO7-Cultivate and develop reading habits CO8-Develop over all comprehension ability	
7	Course Description		
8	**Outline syllabus:-**		**CO Achievement**
	Unit 1	Unit A Comprehension	

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		Unit A Topic 1 Summarizing Unit A Topic 2 Paraphrasing Unit A Topic 3 Précis Writing	CO1 CO1 CO1
	Unit 2	Unit B Writing	
		Unit B Topic 1 Essays. Unit B Topic 2 Short Stories.	CO2 CO2
	Unit 3	Unit C **Vocabulary Enhancement**	
		Unit C Topic 1:-One word Substitution Unit C Topic 2:- Antonyms, Synonyms Unit C Topic 3:-Vocabulary Enhancement	CO3,CO4,CO5 CO3,CO4,CO5 CO3,CO4,CO5
	Unit 4	Unit D Reading	
		Unit D Topic 1 Reading Passage-4 Unit D Topic 2 Reading Passage-5 Unit D Topic 3 Reading Passage-6	CO6,CO7,CO8 CO6,CO7,CO8 CO6,CO7,CO8
	Mode of examination	Jury	
	Weightage Distribution	CA / MTE / ETE	
		30% / 20% / 50%	
	Text book/s*	Murphy. Murphy's English Grammar with CD, Cambridge University Press. • Work-Book Link https://onedrive.live.com/redir?resid=90B5754AEBA35CCF%21143	
	Other References	• Wren, P.C.&Martin H. High English Grammar and Composition, S.Chand& Company Ltd, New Delhi • Blum, M. Rosen. How to Build Better Vocabulary. London: Bloomsbury Publication	

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Course Articulation Matrix

Pos Cos	PO1	PO2	PO3	PO4	PO5
CO1	2	-	-	-	-
CO2	-	1	-	-	-
CO3	-	-	2	-	-
CO4	-	-	-	1	-
CO5	-	-	-	-	1
CO6	-	-	2	-	-
CO7	-	-	-	1	-
CO8	-	-	-	-	1

1. **Slight (Low)**
2. **Moderate (Medium)**
3. **Substantial (High)**

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School: SCADMS		**Batch : 2018-21**	
Program: B.Sc. Animation & VFX		**Current Academic Year: 2018-19**	
Branch: NA		**Semester:2**	
1	Course Code	BSA107	
2	Course Title	Storytelling	
3	Credits	2	
4	Contact Hours (L-T-P)	1-0-2	
	Course Status	Compulsory	
5	Course Objective	• Understand the Process of Ideation for Storytelling • Ability to create Narrative and Non-Narrative Stories. • Create Story Panels for effective storytelling. • Creating Character Concepts	
6	Course Outcomes	CO1: List the effective technique of storytelling. CO2: Describe story based on genre and narrative point of view. CO3: Design a character driven stories. CO4: Create Storyboard Panels for Visual narration of story. CO5: Apply the 3 Act Structure Treatment.	
7	Course Description	Students will learn the significance of a storytelling in animation film making. They will learn various approaches of story writing, character development and visual presentation of the story.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Story Telling.	
		Topic 1 Ideation and Imagination of Storytelling Topic 2 Various mediums of Storytelling [Text, Oral, Performance, Film] Topic 3 Story Genres and audience study	CO1 & CO2 CO1 & CO2 CO1 & CO2
	Unit 2	Story Plot and Sub –Plots	
		Topic 1 Plot Devices Topic 2 Narrative Point of View	CO2 CO2
	Unit 3	Characters	
		Topic 1 Character Driven Stories Topic 2 Different Character from the story Topic 3 Character Bible	CO3 CO3 CO3

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	Unit 4	Environment of the Story			
		Topic 1 Character and the relation to the environment. Topic 2 Constructing Different events for the story			CO3 CO3
	Unit 5	Visual Narration			
		Topic 1 Single panel and multiple panel Topic 2 Dialogue Writing Topic 3 Visualization of Comics			CO4 CO4 CO4
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	1. Story: Substance, Structure, Style and the PrinciplesofScreenwriting RobertMcKee			
	Other References	1. *The Way of theStorytellerby RuthSawyer* 2. *Facial Expressions: A Visual Reference for Artists MarkSimon* 3. *The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3-D Animation, Three RiversPress* 4. *Making Comics: Storytelling Secrets of Comics ScottMcCloud*			

Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO1	2	1	3	1	1
CO2	2	1	3	1	1
CO3	2	1	3	1	1
CO4	2	1	3	1	1
CO5	2	1	3	1	1

1-Slight(Low) 2-Moderate (Medium) 3-Substantial(High)

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School: SCADMS		**Batch: 2018-21**	
Program: B.Sc. Animation & VFX		**Current Academic Year: 2018-19**	
Branch: NA		Semester:	
1	Course Code	BSA115	
2	CourseTitle	2D Digital Animation - II	
3	Credits	3	
4	Contact Hours (L-T-P)	1-0-4	
	Course Status	Compulsory	
5	Course Objective	● Creating Symbols foranimation. ● Creating Key frame and Staginganimation. ● Understand rigging &Characteranimation ● Understand Layout, BG design &Pre production	
6	Course Outcomes	CO1: Identify the techniques in creating 2D animation CO2: Analyze timing and sequencing of Animation CO3: Apply principles of animation in scene. CO4: Analyze the Coloring in a Animation CO5: Construct a Sound & Synchronization.	
7	Course Description	Students will learn the Higher animation techniques in 2D Digital Animation-II. Students will learn FullyRigging, staging & layer management with walking& running . This course enables a student to create his or her Animated Movies.	
8	Outline syllabus		CO Achievement
	Unit 1	Flash Symbols	
		Topic 1 Symbol Construction and Animation Topic 2 Rigging Symbols Topic 3 Layout Composition cycles and Holds	CO1 CO1 CO1
	Unit 2	Character Animation using Symbols	
		Topic 1 Walk and run cycles Topic 2 Lip Sync Animation Topic 3 Creating Special Effects for Scenes	CO2 & CO3 CO2 & CO3 CO2 & CO3
	Unit 3	Animate Background Layout	
		Topic 1 Digital Ink and Paint	CO4

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		Topic 2 Painting Techniques Topic 3 Layering Artwork for Animation			CO4 CO4
	Unit 4	Color Styles and Techniques			
		Topic 1 Artwork Cleanup Topic 2 Colorization techniques			CO4 CO4
	Unit 5	Story and Gag Creation			
		Topic 1 Pre Production Topic 2 Scene Management Topic 3 Adding Sound and Exporting			CO1,CO2 CO3 & CO 4 CO5
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	- Adobe Flash Professional CS6 Classroom in a Book 1st Edition from Adobe Creative Team			
	Other References	How to Cheat in Adobe Flash CS5: The Art of Design andAnimation Publications from Chris Georgenes			

Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO1	3	1	3	2	2
CO2	3	1	3	2	2
CO3	3	1	3	2	2
CO4	3	1	3	2	2
CO5	3	1	3	2	2

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High)

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School: SCADMS		Batch : 2018-21
Program: B.Sc. Animation & VFX		**Current Academic Year: 2018-19**
Branch: NA		Semester: II
1	Course Code	BDZ114
2	CourseTitle	RESPRESENTATION SKILLS II
3	Credits	2
4	Contact Hours (L-T-P)	0-2-0
	Course Type	Compulsory
5	Course Objective	1. In conjunction with design and application, the studio aims at harnessing the presentation skills of students. 2. It takes the students on a journey where they explore their communication ability and comprehend its significance in practicing design. 3. It brings the students a step closer to understanding the initial struggles in establishing their own practice in the recognized field of study. 4. Sensitizing the students with the significance of expression and observation.
6	Course Outcomes	The student will be able to : CO1: Describe the nature of the products and the environment as a whole. CO2: Compare the client's needs and desires. CO3: Apply sensory awareness into the design process for clients, engineers, marketers and other stake holders. CO4: Compare how the product is perceived with respect to external environment as a whole. CO5: Construct analysis report to understand how a product is perceived by a client using his sensory inputs CO6: Create small experiments within cohered groups to understand human sensory perception and cognitive abilities.
7	Course Description	In conjunction with design and application, the studio aims at harnessing the presentation skills of students. It takes the students on a journey where they explore their communication ability and comprehend its significance in practicing design. It brings the students a step closer to understanding the initial struggles in establishing their own practice in the recognized field of study. Sensitizing the students with the significance of expression and observation.The students will be expected to study the reference material provided as well as finish the assignments given in the class.

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8	Outline syllabus				CO Mapping
	Unit 1				
	A	Introductory class with an overview of the syllabus			CO1, CO2
	B	Explaining the significance of communication and design			CO1, CO2
	C	Presenting a product they wish to sell and exhibit			CO1, CO2
	Unit 2				
	A	Explaining students the ways of presenting a product using a power point presentation .			CO1, CO3
	B	Making a power point presentation on a chosen brand and presenting it in the class.			CO1, CO3
	C	Providing the students with feedback on their presentation.			CO1, CO3
	Unit 3				
	A	Introducing the students with the vocabulary specific to their field of study and the required skills they need to be able to talkto clients and buyers of their design .			CO2, CO3
	B	Exposure to the real market scenario~ Introducing the students with clients from their specific field of design and making them aware about the needs of the clients.			CO2, CO3
	C	Using the briefs given by the clients and prepare a prototype of the design to be presented in the class.			CO2, CO3
	Unit 4				
	A	Presentation to the client			CO4
	B	Client feedback as well as faculty (Facilitator) feedback .			CO4
	C	Introducing the students to the digital space of design which include their social media ,websites,blogs,etc			CO4
	Unit 5				
	A	Introducing the students with the significance of building a portfolio on a digital portal.			CO5, CO6
	B	Create your portfolio on a digital portal			CO5, CO6
	C	Presentation and feedback,			CO5, CO6
	Mode of examination	Theory/Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		30%	20%	50%	

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Course Articulation Matrix

POs COs	PO1	PO2	PO3	PO4	PO5
CO1	2	3		3	
CO2	3		3		2
CO3	2	3		3	
CO4	2	3		3	
CO5	3		3		2
CO6	2	3		3	

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High)

Prepared by : Department of Mass Communication

School: SCADMS		**Batch: 2018-21**	
Program: B.Sc. Animation & VFX		**Current Academic Year: 2018-19**	
Branch: NA		**Semester:2**	
1	Course Code	BSA109	
2	CourseTitle	Digital Art	
3	Credits	4	
4	Contact Hours (L-T-P)	2-0-4	
	Course Status	Compulsory	
5	Course Objective	• Understand the design principles used in creation of digitalart. • Familiarize with the terminologies and conceptsfor creating and manipulating digitalimages. • To introduce the art of design in digitalmedia. • To introduce the concept and workflow tocreateeffectivedesign. • To provide tools and techniques to create collages and photo manipulation using photographs and text.	
6	Course Outcomes	CO1: Demonstrate the tools and workflow to create 2D graphics. CO2: Compare the workflow standards and different formats for graphic creation. CO3: Explore the technique to paint in digital medium. CO4: Apply digital collages and photo editing techniques in art work. CO5: Explain Photo bashing Techniques.	
7	Course Description	Students Will Learn The Core Basic Of Digital Image Editing & Manipulation, Creating Digital Art work & Textures for future use in 3d Look development. They will also learn Design Principles and how to create info-graphics .	
8	Outline syllabus		CO Achievement
	Unit 1	Adobe Photoshop Workspace	
		Topic 1 Exploring Adobe Photoshop Environment Topic 2 Creating Vector and Bitmap Art Topic 3 Basic Photo Corrections	CO 1 & CO 2 CO 1 & CO 2

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			CO 1 & CO 2

	Unit 2	Digital Painting			
		Topic 1 Color Perception and Brushes Topic 2 SpeedPainting Topic 3 MattePainting			CO 3 & CO 4 CO 1 & CO 2 CO 1 & CO 2
	Unit 3	Typography Fundamentals			
		Topic 1 Fonts and Type Basics Topic 2 Typography Design andArt Topic 3 Special Effects for Typography			CO 1 & CO 2 CO 1 & CO 2 CO 1 & CO 2
	Unit 4	Ink and Painting			
		Topic 1 Colorizing and Artistic Filters Topic 2 Texture Painting Topic 3 Painting for 3D, Creating Passes			CO 3 & CO 4 CO 3 & CO 4 CO 3 & CO 4
	Unit 5	Vector Graphics Tool			
		Topic 1 Creating Vector Arts Topic 2 Vector Paths and Shapes Topic 3 Vector Brushes and Tools			CO 1 & CO 2 CO 1 & CO 2 CO 1 & CO 2
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-Adobe Photoshop CC Classroom in a Book with Access Code by ADOBE CREATIVE TEAM			
	Other References	□ *Adobe Photoshop Cs6 Bible: The Comprehensive, Tutorial Resource by Lisa Danae Dayley, BradDayley* □ *The Digital Matte Painting Handbook By David B. Mattingly* □ *Mastering Type: The Essential Guide to Typography for Print and Web Design By DeniseBosler*			

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Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO1	3	2	1	2	2
CO2	3	2	1	2	2
CO3	3	2	1	2	2
CO4	3	2	1	2	2
CO5	3	2	1	2	2

1-Slight (Low) 2. Moderate (Medium) 3-Substantial(High

Prepared by : Department of Mass Communication

School: SCADMS		Batch : 2018-21	
Program: B.Sc. Animation & VFX		Current Academic Year: 2018-19	
Branch: NA		Semester: 2nd Sem	
1	Course Code	BSA113	
2	CourseTitle	Portfolio I	
3	Credits	2	
4	Contact Hours (L-T-P)	0- 0 -4	
	Course Status	Compulsory/Elective	
5	Course Objective	1. To equip the students with the skills to present/ project their ideas, designs, audio-visual assignments with clarity. 2. Introduce the basic Elements and Principles ofdesign. 3. Train students in creative, design thinking, and help them incorporate design process in theirworks. 4. To utilize image editing, 2D Animation tools for successfully representing theirideas. 5. Aim at making the portfolio in tune with the industry standards and market/ clientrequirements.	
6	Course Outcomes	CO1: To develop an understanding of storytelling techniques in traditional animation and create a show reel formats in tune with 2D animation. CO2: Create 2D characters and environments that reflect the integration of graphic clarity, design principles, performance principles and theoretical constructs. CO3: Create an animated storyboard incorporating a range of artistic styles and techniques, reflecting the principle that form follows function. CO4: Create animation that incorporates the basic principles of constructive anatomy and drawing using economy of expression CO5: Coordinate and manage the production of a student film, including the aspects of cinematography, art direction andediting.	

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7	Course Description	A portfolio for a 2D filmmaker is the basis of clients whether to hire you for their designing needs or not. Students' portfolio demonstrates their skills, expertise and talent. A 2D film portfolio is compulsory for 2D filmmakers as well as those running animation companies.			
8	Outline syllabus				CO Achievement
	Unit 1	Pre-production: Synopsis of the Story - script- Story Map.			CO 1 & CO2
	Unit 2	Character designs: Character Bible - Character History – Character Traits - Character flaws - Psychological profile. Concept pre visualization: B/W &Coloured sketches of the story environment and other elements			CO 1, CO2
	Unit 3	Storyboard: Complete storyboard of the script. Story Map is must. Character Designs should be both concept sketches &coloured ones. Foreach character use separate page.			CO 1, CO3
	Unit 4	Production: Creating 2D animation integrated with dialogue in Adobe Animate CC. Exporting the videos.			CO 4, CO5
	Unit 5	Execution: Editing the videos. Adding background sound, SFX. Taking video output.			CO5
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	• Adobe Animate CC Classroom in a Book 2018, RussellChun • Storyboards: Motion in Art by Mark A.Simon • Pixar Storytelling: Rules for Effective Storytelling Based on Pixar's Greatest Filmsby Dean Movshovitz			
	Other References				

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Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO1	2	3	2	2	3
CO2	2	3	2	2	3
CO3	2	3	2	2	3
CO4	2	3	2	2	3
CO 5	2	3	2	2	3

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High

Prepared by : Department of Mass Communication

School: SCADMS		Batch: 2018-21
Program: B.Sc. Animation & VFX		Current Academic Year: 2018-19
Branch: NA		Semester:3
1	Course Code	BSA114
2	CourseTitle	3D Lab I
3	Credits	4
4	Contact Hours (L-T-P)	2-0-4
	Course Status	Compulsory/Elective
5	Course Objective	● To provide a detailed introduction to Autodesk Maya Software and helps the student understand the concepts of object in 3D space, Object creation (modelling and texturing), its observation, timing, and motion in the real art of animation and helps in creating strong and believableanimation. ● The students will also understand the importance and application of Basic Rigging andSkinning. ● This course also emphasizes artistic and aesthetic creativity, intending to push the boundaries of the imagination and to familiarize students with acting, developing different kind of personality of characters and to explore character rigging for animation. ● The Course ensures that the students will be familiarized with the Maya interface andtools. .
6	Course Outcomes	CO1: Study Polygon, Nurbs and Sub division modeling tools & techniques CO2: Describe the tools & way of Working with unwrapping complex model. CO3: Explain the Rigging of props, using deformer, and basic understanding of joints and control types. CO4: Analyze the Significance of Skinning and its techniques for various objects (prop, character, vehicles etc.) CO5: Create an Animation by applying its techniques, Graph editors, Spreadsheet

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7	Course Description	This subject will provide a detailed introduction to Autodesk Maya Software, Different techniques to create 3D model, about UV process and how does it help in texturing, the importance and application of Basic Rigging and helps the student understand the concepts of observation, timing, and motion in the real art of animation and helps in creating strong and believable animation pieces. This subject will provide the basic understanding of 3D dynamics and particle effects.	
8	Outline syllabus		CO Mapping
	Unit 1	Interface and Concept of 3D Modeling.	
		Topic A- Understanding 3D space, Difference between 2D and 3D. Topic b - Discover the user interface of Maya software and various elements.	CO1
	Unit 2	Introduction to Modeling Tools	
		Topic a -Tools and technique in modeling Topic b -Different types of geometry, nature of different meshes, advantage and disadvantage of different geometry.	CO1:
	Unit 3	Concepts of UV un-wrapping	
		Topic A Concepts of UV Topic B Creation of UV and texture for different objects	CO2
	Unit 4	Working with UV tools and Techniques	
		Topic A Understanding of UV Editor and techniques in it Topic B UV unwrapping techniques for Objects Topic C Creation of textures for Objects	CO2
	Unit 5	Animation	

		Topic A Applying principles of animation in 3D Topic B Using of Graph Editor and Dope sheet and techniques in it Topic C Expressions, Constraints and parenting in animation, object character interactions. Topic D Character Interaction and story telling Topic E Walk cycles, Personality and Appeal, Acting and staging.	CO5
	Unit 6	*Rigging*	
		Topic A Introduction to Deformers, Nonlinear Deformers Topic B Types of deformers, Editing, Painting, membership and its significance Topic C Rigging Basics- Joints, Skin, IK and FK, Model and UV requirement	CO3
	Unit 7	Skinning	
		Topic A Introduction to Smooth Binding and its concepts Topic B Introduction to Rigid Binding and its concepts Topic C Editing skin weights, pruning, normalizing. Topic D Creation and editing of joints for props and simple character	CO4
	Mode of examination	Jury/Practical/Viva	
	Weightage Distribution	CA / MTE / ETE 60% / 0% / 40%	
	Text book/s*	- *Story: Substance, Structure, Style and the Principlesof Screenwriting RobertMcKee*	
	Other References	• *The Way of theStorytellerby RuthSawyer* • *Facial Expressions: A Visual Reference for Artists Mark Simon* • *The Animation Book: A Complete Guide toAnimated Filmmaking--From Flip-Books to Sound Cartoons to 3-D* • *Animation, Three Rivers Press Making Comics: Storytelling SecretsofComics ScottMcCloud*	

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Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO1	3	2	1	1	2
CO2	3	2	1	1	2
CO3	3	2	1	1	2
CO4	3	2	1	1	2
CO5	3	2	1	1	2

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High

Prepared by : Department of Mass Communication

Semester: 3

School: SMFE		**Batch :** 2019
Program: B.Sc. Animation & VFX		**Current Academic Year:** 2019-20
Branch: NA	**Semester: I**	
1	Course Code	**CCU303**
2	Course Title	**Community Connect**
3	Credits	**2**
4	Contact Hours (L-T-P)	**0-2-0**
	Course Type	~~Compulsory~~ /**Co-Requisite**~~/Pre-Prerequisite/Elective/Open Elective~~
5	Course Objective	To let the student engage and connect directly with the community/society. In this survey-based course students will get hand-on experience of the real-world situation by directly accessing and analysing the information collected from the people in the community under study. The course aims to sensitize the student towards society and social issues. This course will also give a proper field exposure to the student, where student will not only interact with the community but will analyse the data and try to find solutions to the larger issues affecting the community and the country at large.
6	Course Outcomes	After completion of the course, the student will be able to CO1: Apply the knowledge and skills acquired during classroom teaching. CO2: Contribute to the society by bringing out the issues and the necessary solutions. CO3: Identify the issues in the community/society CO4: Develop sense of belonging, sympathy and responsibility towards society. CO5: Evaluate the importance of community engagement in higher education. CO6: Create research plans for the betterment of the society.
7	Course Description	This course is design especially for the students to connect with the community and understand the problems of the people in the community and get a sense of belonging to the community.
7	**T**heme	**Major Sub-themes for research:** ● Major developmental issue (Socio-Economic, gender, environmental etc.) ● Media habits/ Media usage/Audience profiling ● Media perceptions

Prepared by : Department of Mass Communication

8.1	Guidelines for Faculty Members	● It will be a group assignment (4 to 5 students), the student will work together as a team, they have to survey at least 250 respondent (per team), and the faculty guide will guide the students and approve the project title and help the student in preparing the questionnaire and final report (the faculty member will collect all the questionnaires of survey and final report and submit to CCC coordinator within stipulated time). ● The questionnaire should be well design and it should carry at least 20 questions (Including demographic questions). ● The topic of the research should be related to social, economical or environmental issues concerning the common man. ● The report should contain 2,500 to 3,000 words and relevant charts, tables and photographs.
		● The student should submit the report to CCC-Coordinator signed by the faculty guide in the assigned time frame. ● The students have to send the hard copy of the Report and PPT to CCC coordinator and then only they will be allowed for External Exam.
8.2	Role of CCC-Coordinator	The CCC Coordinator will supervise the whole process and assign students to faculty members.
8.3	Layout of the Report	Abstract(250 words) a. Front Page (sample design will be provided by Community Connect Coordinator/Mentor) b. Certificate of originality duly signed by the faculty supervisor c. Acknowledgement d. Content Page e. Abstract f. Introduction g. Objective of the report h. Methodology i. Results, finding, conclusion j. Recommendation/plan of action k. References l. Appendices Note: Research report should base on primary data.

8.4	Guideline for Report Writing	**Title Page: The following elements must be included:** Title of the article; Name(s) and initial(s) of author(s), preferably with first names spelled out; Affiliation(s) of author(s); Name of the faculty guide and Co-guide Abstract: Each article is to be preceded by a succinct abstract, of up to 250 words, that highlights the objectives, methods, results, and conclusions of the paper. **Text: Manuscripts should be submitted in Word.** ● Use a normal, plain font (e.g., 12-point Times Roman) for text. ● Use italics for emphasis. ● Use the automatic page numbering function to number the pages. ● Save your file in docx format (Word 2007 or higher) or doc format (older Word versions) **Reference list:** ● The list of references should only include works that are cited in the text and that have been published or accepted for publication. ● The entries in the list should be in alphabetical order. ● Journal article
		● Hamburger, C.: Quasimonotonicity, regularity and duality for nonlinear systems of partial differential equations. Ann. Mat. Pura Appl. 169, 321–354 (1995) ● Article by DOI ● Sajti, C.L., Georgio, S., Khodorkovsky, V., Marine, W.: New nanohybrid materials for biophotonics. Appl. Phys. A (2007). doi:10.1007/s00339-007-4137-z ● Book ● Geddes, K.O., Czapor, S.R., Labahn, G.: Algorithms for Computer Algebra. Kluwer, Boston (1992) ● Book chapter ● Broy, M.: Software engineering — from auxiliary to key technologies. In: Broy, M., Denert, E. (eds.) Software Pioneers, pp. 10–13. Springer, Heidelberg (2002) ● Online document ● Cartwright, J.: Big stars have weather too. IOP Publishing Physics Web. http://physicsweb.org/articles/news/11/6/16/1 (2007). Accessed 26 June 2007 ● Always use the standard abbreviation of a journal's name according to the ISSN List of Title Word Abbreviations, see ● www.issn.org/2-22661-LTWA-online.php ● For authors using End Note, Springer provides an output style that

		supports the formatting of in-text citations and reference list. ● End Note style (zip, 2 kB)
8.5	Format:	**The report should be Spiral/ hardbound** ● The Design of the Cover page to report will be given by the Coordinator-CCC ● Cover page ● Acknowledgement ● Content ● Project report ● Appendices ● Font Times New Roman, Headings 16, subhead 14, body text 12. Justified text. Line spacing 1.5. Margins should be 3 cm at binding side, 2 cm top, bottom and remaining side.
8.6	**I**mportant Dates:	1. Students needs to submit the hard copy of the report, duly signed and approved by the faculty supervisor by 20th April, 2020. 2. A trip to village will be organized by the University for the students in the 1st week of May. It will be mandatory for all the students. 3. The final jury examinations will be held as per the date sheet, announced by the Dy. COE of the school.
8.7	ETE	**The students will be evaluated by panel of faculty members on the basis of their presentation on date announced by the Dy. COE of the School.**
8.8	Method of Evaluation	Interpretative evaluation by Internal / external expert(s)

9	**Course Evaluation**	
9.01	**Continuous Assessment**	**60%**
	Questionnaire design	**20 Marks**
	Report Writing	**40 Marks**
9.02	**ETE(PPT presentation)**	**40%**

Course Articulation Matrix

POs COs	PO1	PO2	PO3	PO4	PO5
CO1	3	-	3	-	-
CO2	3	-	3	-	-
CO3	3	2	-	-	-
CO4	3	-	-	-	-
CO5	3	-	3	-	-
CO6	3	-	3	-	-

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

Prepared by : Department of Mass Communication

School: SCADMS		Batch: 2018-21	
Program: B.Sc. Animation & VFX		Current Academic Year: 2019-20	
Branch: NA		Semester:3	
1	Course Code	BSA216	
2	CourseTitle	3D Animation I	
3	Credits	4	
4	Contact Hours (L-T-P)	2-0-4	
	Course Status		
5	Course Objective	• Learn the tools to create 3danimation. • Applying principles of animation for 3DAnimation. • Discover the significance of Rig and its effective use in Animation. • Understand the workflow in 3D, to createanimation.	
6	Course Outcomes	CO1:-Learn the workspace and tools to create 3D object and character animation. CO2:-Application of techniques to creating 3D animation CO3:-Analyze timing and sequencing of Animation. CO4:-Rig Testing for Animation & workflow. CO5:- Working with Graphs.	
7	Course Description	Students will learn how to use Maya software for animation. They will learn Maya Interface for animation, how to set key poses, breakdowns and Inbetweens to create an animation. They will apply classical animation principles to computer animation to get quality animation as per requirement. They will learn the exploration of Graph Editor, Dope Sheet and it's editing tools.	
8			
	Unit 1	Unit 1 Art of Animation	
		Unit 1 Topic A Importance of Classical Animation Principles Unit 1TopicB Evolution and development of3D Animation Unit 1TopicC Evolution of Technology in 3DAnimation	CO 1 & CO 2
	Unit 2	Unit 2 3D Animation Workspace	

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		Unit 2 Topic A User Interface and Navigation Unit 2TopicB Creating Basic asset andanimation Unit 2TopicC Saving andexporting	CO 2
	Unit 3	Unit 3 Graph Editor	
		Unit 3 Topic A Key Frame manipulation Unit 3TopicB AnimationCurves Unit 3TopicC DopeSheets	CO 2
	Unit 4	Unit 4 Applying Animation Principle Stretch and Squash	
		Unit 4 Topic A Bouncing Ball Experiment Unit 4TopicB Different Weight ball bounceexperiment	CO 2 & CO3
	Unit 5	Unit 5 Applying Animation Principle Arcs and Exaggeration	
		Unit 5 Topic A Collision detection and animation of bouncing ball Unit 5TopicB Pendulum animationstudy Unit 5TopicC Follow through, overlap and wavemotion animation	CO 2 CO3 CO4
	Mode of examination	Jury	
	Weightage Distribution	CA / MTE / ETE	
		60% / 0% / 40%	
	Text book/s*	2. *Introducing Autodesk Maya 2016: Autodesk Official Press*	
	Other References	5. • Maya Character Creation: Modelingand Animation Controls By Chris Maraffi	

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Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO1	3	1	3	3	2
CO2	3	1	3	3	2
CO3	3	1	3	3	2
CO4	3	1	3	3	2
CO5	3	1	3	3	2

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High)

Prepared by : Department of Mass Communication

School: SCADMS		Batch: 2018-21
Program: B.Sc. Animation & VFX		Current Academic Year: 2019-20
Branch: NA		Semester:3
1	Course Code	BSA220
2	CourseTitle	3D Lab II
3	Credits	5
4	Contact Hours (L-T-P)	2-0-6
	Course Status	Compulsory
5	Course Objective	• This Course is extension of 3D Lab I and dives into artistic and aesthetic creativity, intending to push the boundaries of the imagination, Advance tools and techniques to familiarize students with acting, developing different kind of personality of the characters and to explore character rigging for animation, expressions and particle manipulation. • The Course ensures that the students will be familiarized withthe Maya interface andtools.
6	Course Outcomes	CO1: Mastery over Polygon, Nurbs and Sub division modeling tools & techniques CO2: Working with unwrapping complex mo. CO3: Character Animation including motion of mechanics, Principles of animation. CO4: Rigging of Character, complex props and Vehicles CO5 : Effects using particles like dust, fire, crowd, water spray and many more.
7	Course Description	This subject will provide a detailed introduction to Autodesk Maya Software, Different techniques to create 3D model, about UV process and how does it help in texturing, the importance and application of Basic Rigging and helps the student understand the concepts of observation, timing, and motion in the real art of animation and helps in creating strong and believable animation pieces. This subject will provide the basic understanding of 3D dynamics and particle effects.

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8	Outline syllabus				CO Mapping
	Unit 1	Polygon, Nurbs and Sub D modeling of complex model			
		Topic A Techniques in Polygon Modeling Topic BTechniques in Nurbs Modeling Topic C Techniques in Sub division Modeling			CO1
	Unit 2	UV Unwrapping			
		Topic A Techniques for Unwrapping a complex model. Topic B Creation of Complex materials for differentsurface.			CO2
	Unit 3	Animation			
		Topic A Advanced Mechanics of Motion. Topic B Object – Character Interaction. Topic C Character – Character Interaction.			CO3
	Unit 4	Rigging for Animation			
		Topic A Application of Tools and components of Rigging Topic B Constraints and its Application InRigging Topic C Tools for creating Simple to Complexrigs			CO4
	Unit 5	Dynamics and Special Effects			
		Topic A Introduction to Deformers, Nonlinear Deformers Topic B Types of deformers, Editing, Painting, membership and its significance Topic C Rigging Basics- Joints, Skin, IK and FK, Model and UV requirement			CO5
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	- *Story: Substance, Structure, Style and the Principlesof Screenwriting RobertMcKee*			
	Other References	• *The Way of theStorytellerby RuthSawyer*			

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		• *Facial Expressions: A Visual Reference for Artists Mark Simon* • *The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3-D Animation, Three RiversPress* *Making Comics: Storytelling Secrets of Comics Scott McCloud*	

Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO1	2	1	1	1	1
CO2	2	1	1	1	1
CO3	2	1	1	1	1
CO4	2	1	1	1	1
CO5	2	1	1	1	1

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High)

Prepared by : Department of Mass Communication

School: SCADMS		Batch: 2018-21
Program: B.Sc. Animation & VFX		Current Academic Year: 2019-20
Branch: NA		Semester: 3
1	Course Code	BSA201
2	CourseTitle	History of VFX
3	Credits	2
4	Contact Hours (L-T-P)	2-0-0
	Course Status	Compulsory
5	Course Objective	• Analyzing early films, evolution and men who lead theway. • Analyzing interesting facts about the history of VFX in cinema, how it all began andevolved. • Model Hollywood – how Hollywood pioneered the change & created a new breed ofprofession. • How the development of visual effects has changedpopularcinema'svision.
6	Course Outcomes	CO1 Learn the History and Pioneers responsible for development of VFX CO2: Understand techniques used in pre-computer generation CO3: Learn the advancement and tools in computer VFX production. CO4: Camera techniques and Effects CO5:Modern Technology & VFX. .
7	Course Description	Students will learn about History of Hollywood and Indian cinema and Revolution and developments through the ages. Students will learn Different camera and visual effects and their techniques. They will get to know about legends of VFX Cinema. We look into early films, evolution and men who lead the way. Throw light on interesting facts about the history of VFX in cinema, how it all began and evolved. Model Hollywood – how Hollywood pioneered the change & created a new breed of profession. How the development of visual effects has changed popular cinema's vision.

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8	Outline syllabus				CO Mapping
	Unit 1	History.			
		Topic a- The Evolution of Art and Theoretical Analysis Topic b- History of Hollywood and Indian Cinema using Practical Effects. Topic c- Pioneers of VFX			CO1
	Unit 2	Techniques			
		Topic a- Camera Techniques Topic b- Practical Effects			CO2
	Unit 3	VFX Development			
		Topic A- Rise of Computer Technology. Topic B -Software creation to cater to individual effects creation			CO2
	Unit 4	VFX in 21st Century			
		Topic A- Tools and Techniques used Topic - Future of VFX in film Industry.			CO3
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		30%	20%	50%	
	Text book/s*	• Digital Lighting & Rendering, Second Edition by JeremyBirn • Lighting and Rendering in Maya: Lights and Shadows by JeremyBirn			
	Other References	• ShaderX7: Advanced Rendering Techniques by Wolfgang Engel(Mar 12,2009) • Advanced Lighting and Materials with Shadersby Kelly Dempski and Emmanuel Viale(Oct 31, 2004)			

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Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO 1	2	1	2	1	1
CO 2	2	1	2	1	1
CO 3	2	1	2	1	1
CO 4	2	1	2	1	1
CO 5	2	1	2	1	1

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High)

Prepared by : Department of Mass Communication

School: SCADMS		Batch: 2018-21	
Program: B.Sc. Animation & VFX		Current Academic Year: 2019-20	
Branch: NA		Semester:3	
1	Course Code	BSA217	
2	CourseTitle	Film Appreciation & Analysis	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	1. Understand the process involved in analyzing films through language andgrammar. 2. Understand history of cinema and its various genres andtheir evolution. 3. Analyze films based on study and create documentation of feedback.	
6	Course Outcomes	CO1:Analyze films based on content and provide feedback and critique. CO2:-Learn to appreciate films based on film making and process. CO3:-Learn the art of cinematography CO4: Editing and the techniques involved in film making. CO5: Contemporary Film Making.	
7	Course Description	Students will learn Evolution of Cinema ,Film Grammar & Language, Elements of Film Making and apply these into Animation Film Making.	
8	Outline syllabus		CO Mapping
	Unit 1	Unit 1 History of Cinema	
	A	Silent and sound films	CO1, CO2
	B	Techniques invented during early stage of cinema.	
	C	Early Hollywood directors and Studios	
	Unit 2	Study of Film Genres	
	A	Genre types and their styles	
	B	Film Noir	CO1, CO3
	C	New Age Genres of films	
	Unit 3	Unit 3 Film Grammar and Language	
	A	Mise-En-scene	
	B	Color Design and Symbolism in Sets	
	C	Acting and types of Acting	

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	Unit 4	Unit 4 The Art of Cinematography			
	A	Color – contrast and light			
	B	Framing and Different types of Camera shots			
	C	Different types of Camera Movements			
	Unit 5	Unit 5 The Art of Presentation – Editing			CO4
	A	Editing Devices, Cut types and Transitions ,Shot framing			
	B	Sound – Diegetic and Nondiegetic Sound			
	C	Case Studies			
	Mode of examination	Theory/Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		30%	20%	50%	
	Text book/s*				
	Other References				

Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO 1	2	1	1	1	1
CO 2	2	1	1	1	1
CO 3	2	1	1	1	1
CO 4	2	1	1	1	1
CO 5	2	1	1	1	1

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High)

Prepared by : Department of Mass Communication

School: SCADMS		Batch: 2018-21	
Program: B.Sc. Animation & VFX		Current Academic Year: 2019-20	
Branch: NA		Semester:3	
1	Course Code	BSA204	
2	CourseTitle	Photography	
3	Credits	3	
4	Contact Hours (L-T-P)	1-0-4	
	Course Status	Compulsory	
5	Course Objective	Impart knowledge in Photography as an artisticmedium. Understand the tools and techniques of Photography Create effective storytelling through photography.	
6	Course Outcomes	CO1:-Use the camera to capture artistic imagery. CO2:-Apply techniques to create unique photography style. CO3:-Analyze the photography through technical information CO4:-Understanding Photography for VFX. CO5: Modern Accessories for VFX Photography.	
7	Course Description	Students Will Learn The Core Basic of Digital Photography, effects of lights and its artistic arrangement. It will helpful for them in creating VFX environment, Matte painting etc,	
8	Outline syllabus		CO Achievement
	Unit 1	History of Photography	
		Unit 1 Topic A Principle of Camera Obscure Unit 1 Topic B Photography artiststudy Unit 1 Topic C Aesthetics study of photography in documentary and creativephotography.	CO1 CO2
	Unit 2	Characteristics of Light	
		Unit 2 Topic A Light Spectrum and color Temperature Unit 2TopicB Camera structure and their functions Unit 2TopicC Camera Lenses and theirtypes	CO2 CO3

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	Unit 3	Lighting Techniques			
		Unit 3 Topic A Indoor and Outdoor light study Unit 3TopicB Light Kits andReflectors Unit 3TopicC Light study through Black andWhite Photography.			CO3
	Unit 4	Accessories used in Photography			
		Unit 4 Topic A Exposure and Controls Unit 4TopicB Flash andLighting			CO3
	Unit 5	Creative Photography			
		Unit 5 Topic A Macro Photography Unit 5TopicB Light Painting and Freeze Frame Photography Unit 5TopicC HDRI andPanoramas			CO4
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	Digital Photography Step by Step - Tom, Ang			
	Other References	• *The Complete Digital SLR Handbook: Master Your Camera to Take Pictures Like aPro*			

Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO 1	3	1	3	1	1
CO 2	3	1	3	1	1
CO 3	3	1	3	1	1
CO 4	3	1	3	1	1
CO 5	3	1	3	1	1

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High)

Prepared by : Department of Mass Communication

School: SCADMS		Batch: 2018-21	
Program: B.Sc. Animation & VFX		Current Academic Year: 2019-20	
Branch: NA		Semester:3	
1	Course Code	BSA218	
2	CourseTitle	Study of Anatomy	
3	Credits	2	
4	Contact Hours (L-T-P)	1-0-2	
	Course Status	Compulsory	
5	Course Objective	▪ Impart knowledge on Human body and its structuralfunction. ▪ Apply the knowledge in creating characters in 3D and2D ▪ Understanding Rigging in AnatomyStudy.	
6	Course Outcomes	CO1: Describe the Anatomy knowledge in creating animation. CO2: Understand stylized characters using the anatomy study. CO3: Apply anatomy to create unique creatures for animation CO4: Connect Anatomy and Rigging in Animation CO5: Create Anatomy for Facial Rigging.	
7	Course Description	This subject will provide a overview of Artistic Human Anatomy , Deformation of human form during various activity. it helps in 3D modeling in more realistic way and rigging as well,	
8	Outline syllabus		CO Mapping
	Unit 1	Anatomy Study	
		Unit 1 Topic A Size and Proportions of Body and Face Unit 1TopicB Bone Structure – Body andHead Unit 1TopicC Bone Structure – Hands andLegs	CO1
	Unit 2	Muscle Study	
		Unit 2 Topic A Types of Muscles Unit 2TopicB MuscleNames Unit 2TopicC MuscleMovements	CO1:
	Unit 3	Life Study	
		Unit 3 Topic A Gesture Drawings - Still Unit 3TopicB Gesture Drawings –Moving	CO2 CO4
	Unit 4	Portrait Study	

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		Unit 4 Topic A Single Tone Drawing Unit 4TopicB Two ShadeDrawing			CO3 CO4
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	• Anatomy and Drawing By VictorPerard			
	Other References	• Figure Study Made Easy Paperback – by Aditya Chari (Author) • Portrait Techniques Made Easy Paperback byAditya Chari (Author)			

Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO1	2	1	2	3	1
CO2	2	1	2	3	1
CO3	2	1	2	3	1
CO4	2	1	2	3	1
CO5	2	1	2	3	1

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High)

Prepared by : Department of Mass Communication

School: SCADMS		Batch: 2018-21
Program: B.Sc. Animation & VFX		Current Academic Year: 2019-20
Branch: NA		Semester:3
1	Course Code	BSA219
2	CourseTitle	Drawing for Animation
3	Credits	2
4	Contact Hours (L-T-P)	1-0-2
	Course Status	Compulsory
5	Course Objective	▪ To develop a keen sense of observation of the world – how tosee ▪ Meaning andinterpretation ▪ Develop an understanding of the methods and processes involved in drawing for animation; and develop craft skills to communicate through drawing for any context. This is important as drawing remains central to the art ofanimation ▪ Develop an ability to understand materials, behavior, and movement of objects. Understand kinetics and learn to recreate structure, force, and body language of any subject/object on a two-dimensional surface. Know how to interpret from the real world forrepresentation ▪ Develop methods to record the motion of objects with their inherent qualities as a series of staticpositions The most critically the course encourages the student to pursue the skill that each individual has and apply these skills to execute the assignments in the course. For example, some students may be technically inclined and should be encouraged to work with precision, others might have an inclination towards an expressionistic style, and yet others that may be extremely spontaneous and find comfort in doodling. This too should be encouraged as longas their work communicates effectively.
6	Course Outcomes	CO1: Describe Drawing knowledge in graphical representation of scene and character. CO2: Summarize unique style of drawing to represent art. CO3: Apply and Blend different techniques to create style. CO4: Categorize the Blending Animation Elements in Drawing. CO5: Create Golden Poses with Line of Action.

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7	Course Description	This subject will provide a correct approach of drawing to be utilized in animation industry. It teaches Line of Action, Weight, Balance and exact drawing approach for animation.			
8	Outline syllabus				CO Mapping
	Unit 1	Drawing Basics			
		Unit 1 Topic A Line and Shape Study Unit 1TopicB Representing 2D geometry Unit 1TopicC Texture and Surfacestudy			CO1 CO2
	Unit 2	Light and Shadow			
		Unit 2 Topic A Impact of light on subject Unit 2TopicB Representing Light and Shadow in Drawing Unit 2TopicC Surface quality anddrawing			CO1 CO2
	Unit 3	Human figure Drawing			
		Unit 3 Topic A Proportion and volume study Unit 3TopicB Body Language andMovement			CO3 CO4
	Unit 4	Drawing from Nature			
		Unit 4 Topic A Location Drawing and representing nature [Trees, Plants, Birds and Animals] Unit 4TopicB Exaggeration and drawing fromImagination			CO3 CO4
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	• Anatomy and Drawing By VictorPerard			
	Other References	• Figure Study Made Easy Paperback – by Aditya Chari (Author) • Portrait Techniques Made Easy Paperback byAditya Chari (Author)			

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Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO 1	2	1	2	3	1
CO 2	2	1	2	3	1
CO 3	2	1	2	3	1
CO 4	2	1	2	3	1
CO 5	2	1	2	3	1

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High)

Prepared by : Department of Mass Communication

School: SCADMS		Batch: 2018-21	
Program: B.Sc. Animation & VFX		Current Academic Year: 2019-20	
Branch: NA		Semester: III	
1	Course Code	BDC 216	
2	CourseTitle	Environmental Science	
3	Credits	3	
4	Contact Hours (L-T-P)	60 hrs. (3-0-0)	
	Course Type	Compulsory	
5	Course Objectiv e	1. Identify and understand basic aspects, practices and terminologyrelatedtoenvironment. 2. The aim of the course is to develop an understanding among students about environmental studies and its implications indesign. 3. Developing an attitude of concern for the environment. 4. Emphasise the importance of sustainable development.	
6	Course Outcomes	CO1. Students will be able to identify the human activities and manufacturing processes affecting environment and design. CO2 Students will develop awareness about environmental problems among people. CO3 Demonstrate competency in developing environment friendly designs in their specific fields. CO4. Students will start demonstrating an ability to integrate the many design disciplines intersect with environmental concerns. CO5:- Eco Friendly material & Design.	
7	Course Descriptio n	Environmental studies are the scientific study of the environmental system and the status of its inherent or induced changes on organisms. It includes not onlythe study of physical and biological characters of the environment but also the social and cultural factors and the impact of man on environment.	
8	Outline syllabus		CO Mapping
	Unit 1	Introduction to Environment & Ecology	CO1,CO2,CO3
	A	Environmental pollution and its types	
	B	Effect of human population and natural resources over design.	
	C	Introduction -Manufacturing processes and its effects	

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		over environment			
	Unit 2	Introduction to ecological design			CO1,CO2,CO3
	A	Ecological design process			
	B	Make nature visible through design			
	C	Natural products			
	Unit 3	3Rs – Reduce,Reuse,recycle			CO2,CO3,CO4
	A	Renewable energy sources			
	B	Recycled products			
	C				
	Unit 4	Code of Conduct and role of Agencies			
	A	Introduction to Code of conduct			
	B	Governing and regulatory bodies for Environment			
	C				
	Unit 5	Sustainable Classroom Project			
	A	Case study and its new proposal.			CO1,CO2,CO3,CO4
	B	Research – Market and Virtual			
	C	Modeling and documentation			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		30%	20%	50%	
	Text book/s*				
	Other References				

Course Articulation Matrix

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5
CO 1	2	3		3	
CO 2	3		3		2
CO 3	2	3		3	
CO 4	1	2	3		2
CO 5	1	2	3		2

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High)

Prepared by : Department of Mass Communication

Semester:4

School: SCADMS		Batch : 2018-21	
Program: B.Sc. Animation & VFX		Current Academic Year: 2019-20	
Branch: NA		Semester:4	
1	Course Code	BSA224	
2	Course Title	3D Animation II	
3	Credits	4	
4	Contact Hours (L-T-P)	1-0-6	
	Course Status	Compulsory	
5	Course Objective	• Learn the tools to create 3d animation. • Applying principles of animation for 3D Animation. • Discover the significance of Rig and its effective use in Animation. • Understand the workflow in 3D, to create animation.	
6	Course Outcomes	CO1:-Application of techniques to creating 3D animation CO2:-Analyze timing and sequencing of Animation. CO3:- Learn the workspace and tools to create 3D object and character animation. CO4:-Body Mechanics CO5:-Creating life like animation.	
7	Course Description	Students will learn how to use Maya software for animation. They will learn Maya character animation, how to set key poses, breakdowns and In-betweens to create an animation. They will learn about Acting Skill, Graph Editor, Dope Sheet and it's editing tools.	
8			CO Mapping
	Unit 1	Unit 1 Animation Principle in 3D	
		Topic 1 Posing and Blocking Topic 2 Key frame and Easing Topic 3 Facial Animation Basics	CO1 & CO2
	Unit 2	Unit 2 Graph Editor	

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		Topic 1 Controlling Animation using Graph Editor Topic 2 Interpolation and Looping Topic 3 Key frame Graph Management			CO 2 & CO 3
	Unit 3	Unit 3 Path Animation			
		Topic 1 Visualizing the movement of camera and creating paths. Topic 2 Camera Parameters Topic 3 Manipulating Path Animation			CO 3
	Unit 4	Unit 4 Character Animation			
		Topic 1 Character Poses [Normal and Extreme] Topic 2 Character age and skills study [Martial Artist, Dancer etc]			CO 3 CO4 CO 5
	Unit 5	Unit 5 Basic Body Mechanics and Motion			
		Topic 1 Walk cycles with personality Topic 2 Study of character weight and balance Topic 3 Character hip Movement study [Dance, Climbing a wall. Etc]			CO 3 CO4 CO 5
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	• Introducing Autodesk Maya 2016: Autodesk Official Press			
	Other References	• Maya Character Creation: Modeling and Animation Controls By Chris Maraffi			

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Course Articulation Matrix

Pos Cos	PO1	PO2	PO3	PO4	PO5
CO1	3	1	3	3	2
CO2	3	1	3	3	2
CO3	3	1	3	3	2
CO4	3	1	3	3	2
CO5	3	1	3	3	2

1-Slight (Low)
2-Moderate (Medium)
3-Substantial (High)

Prepared by : Department of Mass Communication

Semester:4

School: SCADMS		Batch: 2018-21	
Program: B.Sc. Animation & VFX		Current Academic Year: 2019-20	
Branch: NA		Semester:4	
1	Course Code	BSA209	
2	CourseTitle	Storyboarding	
3	Credits	2	
4	Contact Hours (L-T-P)	1-0-2	
	Course Status	Compulsory	
5	Course Objective	• To impart skills on script, story writing and visualization for Animation Films and the ability to plan for animation film. • Visualization of story through storyboards. • To provide technical information in Camera and framing and continuity in storytelling.	
6	Course Outcomes	CO1: Visual story telling techniques. CO2: Development of Story boarding and its techniques. CO3: Storyboarding for different medium. CO4: Animatic Pre-Visualization CO5:- Technical Aspects of Storyboarding.	
7	Course Description	Students will learn the significance of a storyboarding in animation film making. They will learn from Story Ideation, Pre-Visualization to Final Storyboards during the course.	
8	Outline syllabus		CO Mapping
	Unit 1	Story telling in Visual form	CO 1
		TopicA History of Storytelling Topic 2 Development of story ideas in a visual form Topic 3 Formats of Storyboards	
	Unit 2	Storyboard	CO 2
		TopicA Function of StoryBoard. Topic 2 Storyboards forAnimation	
	Unit 3	Cinematography and Storyboarding	CO 3
		TopicA Aspects of Story Board Topic 2 Advanced Storyboarding Techniques	

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	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	• Storyboards: Motion in Art, Third Edition [Paperback] by Mark A. Simon(Author) • Framed Ink: Drawing and Composition for Visual Storytellers [Paperback] Marcos Mateu-Mestre(Author, Artist), Jeffrey Katzenberg			
	Other References	• The Art of the Story Board by JohnHart • Writing and Illustrating the Graphic Novel: Everything You Need to Know to Create Great Work and Get It Published [Paperback] Daniel Cooney(Author)			

Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO1	2	3	3	3	2
CO2	2	3	3	3	2
CO3	2	3	3	3	2
CO4	2	3	3	3	2
CO5	2	3	3	3	2

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High)

Prepared by : Department of Mass Communication

School: SCADMS		Batch: 2018-21	
Program: B.Sc. Animation & VFX		Current Academic Year: 2019-20	
Branch: NA		Semester:4	
1	Course Code	BSA212	
2	CourseTitle	CG Compositing Techniques	
3	Credits	3	
4	Contact Hours (L-T-P)	1-0-4	
	Course Status	Compulsory	
5	Course Objective	• The course introduces to the History of compositing and its variouselements. • To familiarize the students in Advanced In-Depth Compositing • Complete Hands of Layer management and it efficientusage. • Application of Lighting in Compositing and various elements involved in it. • Creating video art for various application's like music, dance, media, automation andinteractive film.	
6	Course Outcomes	CO1:- Discover the significance of fundamentals of Compositing. CO2:- Application of Layers, Lighting, Keying, Tracking and stabilization for Various visual elements. CO3:- Appraise the strategies for techniquesin compositing. CO4:- Analyze the significance of various elementsin compositing. CO5:- Composing for Video Art namely music, automation, and media.	
7	Course Description	Students Will Learn The Core Basic Of Digital Image Editing & Manipulation, Creating Digital Art work & Textures for future use in 3d Look development. They will also learn Design Principles and how to create info- graphics .	
8	Outline syllabus		CO Mapping
	Unit 1	History of Compositing	

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		Topic 1-Introduction to Compositing and its application. Topic 2 -To learn different types and process in compositing.			CO1
		Topic 3-Significance of camera in capturing visual information.			
	Unit 2	Digital Image			
		Topic 1 Introduction to various Elements in Digital Imagery. Topic 2 Application of various features in Digital Imagery.			CO2
	Unit 3	Layers			
		Topic 1 Working principle of Compositing. Topic 2 Significance of Keying and its application Topic 3 Significance of Tracking and its application			CO2 & CO3
	Unit 4	Lighting and Composition			
		Topic 1 Lighting in composition Topic 2 Layers and Image control in compositing Topic 3 Animation in Composition			CO3 & CO 4
	Unit 5	Video Art			
		Topic 1 Discovery of Video Art Topic 2 Techniques in Video Art Topic 3 Application of Video Art			CO5
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	Compositing Visual Effects – Essentials for aspiring artists - Steve Wright			
	Other References	Compositing Digital Images - T. Porter and T. Duff I Proceedings of SIGGRAPH '84, 18 (1984) I The Art and Science of Digital Compositing - Ron Brinkmann Wright'sCompositing Visual Effects: Essentials forthe Aspiring Artist [Paperback]2007) - Paperback (2007)- S.Wright			

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Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO1	1	1	3	1	1
CO2	1	1	3	1	1
CO3	1	1	3	1	1
CO4	1	1	3	1	1
CO5	1	1	3	1	1

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High)

Prepared by : Department of Mass Communication

School: SCADMS		Batch: 2018-21
Program: B.Sc. Animation & VFX		Current Academic Year: 2019-20
Branch: NA		Semester:4
1	Course Code	BSA221
2	Course Title	Character &BG Design
3	Credits	2
4	Contact Hours (L-T-P)	1-0-2
	Course Status	Compulsory
5	Course Objective	• Understanding the symbiotic relationship in order to be able to conceptualize and visualize personalities and locations for animated films. • Sensitizing students to the world we live in and develop a keen sense of observation of human behaviour and theirworlds. • Body language and how we communicate – between persons and individually, between persons and the animal world, between the human and the object world, between real and the imagined – behaviour. • Visualizing the geography of the environment in which the characters perform. • To explore the development of characters and personalities and their environments for imaginary worlds and establish relationships between the imagined characters and the worlds that theyinhabit.
6	Course Outcomes	CO1: This module enables the learner to Design the Character and its development process, CO2-different character types, its importance in storytelling. CO3: This module enables the learner to Design the Environment, its development and the final result of the content with the camera aspect in the film. CO4: Analyzing the Character and Environment integration, the dynamics between them, and its influence on each other. CO5: Creating & Developing New "Avatars" for various fields like Film, Game, TV, E-Learning etc.

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7	Course Description	This subject will provide a detailed introduction about approach and techniques to design a character, prop or an environment, process of development as per story requirement.			
8	Outline syllabus				CO Mapping
	Unit 1	Character Development			
		Topic 1 Character Bible and Design Topic 2 Anthropomorphic Character Topic 3 Costume, Props and Handouts			CO1 CO1 CO1
	Unit 2	Environment Development			
		Topic 1 Need for Building Environment for Characters Topic 2 Geography, Environment, Situation of the story			CO1 CO1
	Unit 3	Pre-Visualization			
		Topic 1 Character and Environment Integration Topic 2 Rendering Topic 3 Camera Movement			CO2 CO3 CO3
	Mode of examinatio n	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	• Force - Character Design from Life Drawing- Michael D Mattesi • Ideas for the Animated Short - Karen Sullivan and Gary Schumer			
	Other References	• Animation Techniques - Roger Noake, Publisher: Booksales, • Cartooning: The Ultimate Character Design Book-			

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		Christopher Hart (Author) • Creating Characters with Personality: For Film, TV, Animation, Video Games, and Graphic Novels - Tom Bancroft (Author), Glen Keane(Introduction)	

Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO1	3	1	3	3	2
CO2	3	1	3	3	2
CO3	3	1	3	3	2
CO4	3	1	3	3	2
CO5	3	1	3	3	2

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High)

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School: SCADMS		Batch: 2018-21
Program: B.Sc. Animation & VFX		Current Academic Year: 2019-20
Branch: NA		Semester: 4
1	Course Code	BSA211
2	CourseTitle	Lighting and Rendering
3	Credits	3
4	Contact Hours (L-T-P)	2-0-2
	Course Status	Compulsory
5	Course Objective	• The Objective of this module is to help students understand, the implementation process of lighting in the virtual world with reference to the realworld. • The Learner will be able to use Different lights, shader and shape node data. • Using the entire render engine that is native toMaya. • Will be able to implement Lighting techniques employed in studio.
6	Course Outcomes	CO1: Discover the significance of light and surface properties in real life and CG. CO2: Evaluate the role of different elements in CG lighting and shading. CO3: Appraise the strategies for tools and techniques for Lighting in CGI for production CO4: Lighting a Scene for outdoor, indoor, and character mimicking realism from nature. Compose a visual expression for artwork for real world and CGI Integration. CO5- Compose a visual expression for artwork for real world and CGI Integration.
7	Course Description	• Discover the significance of light and surface properties in real life andCG. • Evaluate the role of different elements in CG lightingand

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		shading. • Appraise the strategies for tools and techniques for Lighting in CGI forproduction. • Lighting a Scene for outdoor, indoor, and character mimicking realism fromnature. • Compose a visual expression for artwork for real world and CGI Integration.			
8	Outline syllabus				CO Mapping
	Unit 1	Materials and Surface properties.			
		Topic a- Light and Surface properties Topicb- Material development with shaders. Topic c- Advanced shader and development in mentalray.			CO1 CO1 CO1
	Unit 2	Light Theory			
		Topic A - UnderstandingLight Topic B - Light, color, composition andAesthetics			CO1 CO1
	Unit 3	Lighting in CGI			
		TopicA Lighting tools and technique in Maya. TopicB Render engine's inMaya. Topic C- Types of Lighting in Maya.			CO2 & CO3
	Unit 4	Mental Ray Rendering			
		TopicA Indirect Lighting Techniques TopicB Advanced LightingTechniques.			CO4 & CO5
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	

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	Text book/s*	• Digital Lighting & Rendering, Second Edition by JeremyBirn • Lighting and Rendering in Maya: Lights and Shadows by JeremyBirn	
	Other References	• ShaderX7: Advanced Rendering Techniques by Wolfgang Engel(Mar 12,2009) • Advanced Lighting and Materials with Shadersby Kelly Dempski and Emmanuel Viale(Oct 31, 2004)	

Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO1	3	3	1	1	1
CO2	3	3	1	1	1
CO3	3	3	1	1	1
CO4	3	3	1	1	1
CO5	3	3	1	1	1

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High)

Prepared by : Department of Mass Communication

School: SCADMS		Batch: 2018-21	
Program: B.Sc. Animation & VFX		Current Academic Year: 2019-20	
Branch: NA		Semester: 4	
1	Course Code	BSA222	
2	Course Title	Cinematography	
3	Credits	2	
4	Contact Hours (L-T-P)	1-0-2	
	Course Status	Compulsory	
5	Course Objective	• Discover the concept of Art ofCinema • Allows students to learn, observe, analyze and visualize editing Tools and Techniques. • Analyze the Use, types, working and application of camera andits accessories. Appraise the various elements of cinematography and camera Layout.	
6	Course Outcomes	CO 1:-Discover the significance of Cinematography. CO 2:-Analyze the role of Editing and its techniques in cinematography. CO 3:-Discover the role of Camera and its techniques in cinematography. CO 4:-Analyze the Concepts of camera in Cinematography. CO5:-Evaluate camera in Action: Camera Movement, Angles and Composition for Cinematography. CO6:-Distinguish the significance of 3D and Live action camera for shoot.	
7	Course Description	This subject gives discover the role of Camera and its techniques in cinematography and introduces cinematography students to the language and craft of directing. From screenplay analysis to shot composition, students learn how Directors and Cinematographers collaborate to achieve a complete vision.	
8	Outline syllabus		CO Mapping
	Unit 1	The Art of Cinema	
		Topic 1 Discover the basic elements of Cinematography. Topic 2 To learn, observe, analyzing, and Case study Alfred Hitchcock. Topic 3 Discover significance of visual narration and various	CO1 CO1 CO1

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		Visual Devices in narration.			
	Unit 2	The Art of Presentation			
		Topic 1 Concept of Editing and its Application Topic 2 Discovering Editing Tools and Techniques.			CO2 CO2
	Unit 3	Introduction of Camera			
		Topic 1 Introduction of Camera, types, and its properties. Topic 2 Human eye vs. Camera Topic 3 Working of a Camera			CO3 CO3 CO3
	Unit 4	Principles and Concepts of Camera			
		Topic 1 Discover the Principles of Camera Topic 2 Significance of Concepts of Camera. Topic 3 Perspective, Lighting and shading in Outdoor and Indoor study.			CO4 & CO5 CO4 & CO5 CO4 & CO5
	Unit 5	Cinematography			
		Topic 1 Principles and Concepts of Cinematography Topic 2 Significance of Camera Shots and its types Topic 3 Concept of Digital Cinematography			CO5 CO5 CO5
	Unit 6	Camera Movement			
		Topic 1 Working of Camera Angles Topic 2 Working of Camera motion and Accessories			CO5 & CO 6
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	

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	Text book/s*	Kris Malkiewicz, M. David Mullen, Cinematography: Third Edition-2005	
	Other References	• Joseph V. Mascelli, The Five C's ofCinematography: Motion picture filming techniques. • Blain Brown, Cinematography: Theory andPractice: Image making for Cinematographers, Directors & Videographers, Focal Press,2002 • J. Kris Mickiewicz, Jim Fletcher, Cinematography: a guide for film makers and filmteachers-1992 • Kris Mickiewicz, Revised and expanded Film Lighting, Prentice Hallpress-2012	

Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO1	1	1	3	1	1
CO2	1	1	3	1	1
CO3	1	1	3	1	1
CO4	1	1	3	1	1
CO5	1	1	3	1	1
CO6	1	1	3	1	1

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High)

Prepared by : Department of Mass Communication

School: SCADMS		Batch: 2018-21	
Program: B.Sc. Animation & VFX		Current Academic Year: 2019-20	
Branch: NA		Semester: 4	
1	Course Code	BSA223	
2	Course Title	Material Animation	
3	Credits	2	
4	Contact Hours (L-T-P)	1-0-2	
	Course Status	Compulsory	
5	Course Objective	• To introduce various techniques and styles ofAnimation. • To provide the students hands on experience of simple ideasfor animation using the materials available in theimmediate surroundings.	
6	Course Outcomes	CO 1:- Discover the significance of Material Animation. CO 2:- Analyze different techniques available in Material Animation. CO 3:- Working of different process and methods of Material Animation. CO 4:- Creation of Material Animation film from preferredmedium. CO5:Digital Tools & material Animation.	
7	Course Description	This subject gives opportunity to explore various possible material to create animated storytelling. From exploring the material, it's potential use in animation, students learn how tell a story through a non- traditional medium.	
8	Outline syllabus		CO Mapping
	Unit 1	Introduction to Material Animation	
		Topic 1 Introduction to Material Animation. Topic 2 Different Style and techniques in material animation. Topic 3 Popular material animation and other techniques.	CO1 CO2 CO2
	Unit 2	Different Techniques	
		Topic 1 Different Techniques Available for Material Animation.	CO2
	Unit 3	Process and methods of Material Animation	
		Topic 1 Visualization of Material Animation. Topic 2 Production process for Method.	CO3 CO3

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	Unit 4	Material Animation in Action			
		Topic 1 Story and Preproduction for Material Animation Film Topic 2 Identification and Execution of Material Animation Film Topic 3 Post Production of Material Animation Film			CO4 CO4 CO4
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	• The Advanced Art of Stop-Motion Animation by Ken A. Priebe - I Publisher: Course Technology, June 17, 2010 I • Basics Animation 04: Stop-motion by Barry Purves -I Publisher: AVR Publishing, April 26, 2010 I			
	Other References	• Cracking Animation: The Aardman Book of 3-D Animation (Third Edition) by *Peter Lord* - Publisher Thames &Hudson, November 30, 2010I			

Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO1	3	1	3	1	1
CO2	3	1	3	1	1
CO3	3	1	3	1	1
CO4	3	1	3	1	1
CO5	3	1	3	1	1

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High)

Prepared by : Department of Mass Communication

School: SCADMS		Batch: 2018-21	
Program: B.Sc. Animation & VFX		Current Academic Year: 2019-20	
Branch: NA		Semester: 4th Sem	
1	Course Code	BSA215	
2	CourseTitle	Portfolio II	
3	Credits	2	
4	Contact Hours (L-T-P)	0- 0 -4	
	Course Status	Compulsory/Elective	
5	Course Objective	• To equip the students with the skills to present/ project their ideas, designs, audio visual assignments withclarity. • Introduce the basic Elements and Principles of design • Train students in creative and design thinking and help them incorporate design process in their works. • To utilize image editing, Animation and VFX tools for successfully representing theirideas. • Aim at making the portfolio in tune with the market/ clientrequirements.	
6	Course Outcomes	CO1: To develop an understanding of storytelling in CG medium, and compile a show reel this is in tune with the Animation and VFX industry requirements. CO2: To sensitize and develop an understanding of visual metaphors which would enable the student to use various emotive qualities and symbolism in their works. CO3: To develop an insight into vocabulary of visual language and design.	

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		CO4: To be able to design assets using image editing, animation and VFX tools. CO5: Effective presentation of student's show reel.				
7	Course Description	Portfolio will give the student the ability to understand and effectively apply Storytelling, design and technology to one's assignments, learn to publish their work and create something exclusively for their portfolios. This would not only provide an opportunity for students to stand out in the ever-competitive burgeoning CG industry but would also give them through understanding of full 3D Animation.				
8	Outline syllabus					CO Achievement
	Unit 1	Pre-production: Synopsis of the Story - Script- Story Map				CO 1 & CO2
	Unit 2	Character designs: Character Bible - Character History- Character Traits - Character flaws - Psychological profile.Concept pre visualization: B/W &Calorescencesof the story environment and other elements.				CO 1, CO2
	Unit 3	Story Board – Complete storyboard of the script. Story Map is must. Character Designs should be both concept sketches &coloured ones. For each character use separate page.				CO 1, CO3
	Unit 4	Production : 3D animation shot BG sets and props Dynamic simulation snaps Shots Texturing & Lighting Snap shots				CO 4, CO5
	Unit 5	Post- production : Compositing & Editing				CO5
	Mode of examination	Jury/Practical/Viva				
	Weightage Distribution	CA	MTE	ETE		
		60%	0%	40%		

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	Text book/s*	• Storyboards: Motion in Art by Mark A.Simon • Pixar Storytelling: Rules for Effective Storytelling Based on Pixar's Greatest Films by DeanMovshovitz • The Ultimate Concept Art Career Guide by 3dtotalPublishing • Creating Stylized Characters Paperbackby 3dtotalPublishing	
	Other References		

Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO1	3	2	1	2	1
CO2	3	2	1	2	1
CO3	3	2	1	2	1
CO4	3	2	1	2	1
CO5	3	2	1	2	1

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High)

Prepared by : Department of Mass Communication

Semester: 5

School: SCADMS		Batch: 2018-21
Program: B.Sc. Animation & VFX		Current Academic Year: 2020-21
Branch: NA		Semester: 5
1	Course Code	BSA301
2	CourseTitle	Sound Design
3	Credits	3
4	Contact Hours (L-T-P)	1-0-4
	Course Status	Compulsory
5	Course Objective	• Understand the technical aspects of producing and recordingsounds. • Create Foleys and effects sounds using analog and digitaltechniques. • Understand the workflow used to producing and masteringsounds. • Export sound output to variousMedias. • Establishing an environment Helping to tell a story, Definingmood, Rhythm and style Aiding flow ofaction..
6	Course Outcomes	CO1-Discover the significance of Sound and its Application. CO2-Analyze different techniques in Sound editing. CO3-Utilizing equipments in recording, Music Production. CO4-Recording of sound for different application. CO5- Learn the Application techniques for Edit, Effects, mixing and managing. CO6- Designing sound for Region specificsounds.
7	Course Description	Students will learn about "Sound" the one of the important element of animation film making. They will Understand the technical aspects of producing and recording sounds, Create Foleys and effects sounds using analog and digital techniques.

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8	Outline syllabus				CO Mapping
	Unit 1	History.			
		Unit 1 Topic A-Fundamental of sound and sound Design. Unit 1 Topic B-Art and Techniques of sound editing. Unit 1 Topic C-Sound equipment and their significance.			CO1 & CO2 CO1 & CO2 CO1 & CO2
	Unit 2	Recording Techniques			
		Unit 2 Topic A-Recording and Music Production Techniques Unit 2 Topic B-Fundamentals of Digital Audio			CO 3 CO 3
	Unit 3	Sound Editing Application			
		Unit 3 Topic A-Customizing workspace Unit 3 Topic B-Extracting audio clips Unit 3 Topic C-Foley sound recording			CO4 CO4 CO4
	Unit 4	Sound Editing Techniques			
		Unit 4 Topic A-Editing properties of sound Unit 4 Topic B-Mixing and Effects for sound. Unit 4 Topic C-Managing of sound files.			CO5 CO5 CO5
	Unit 5	Designing of Sound			
		Unit 5 Topic A-The psychology of sound Unit 5 Topic B-Crating Memorable Sounds Unit 5 Topic C-Region specific sounds			CO5 & CO6 CO5 & CO6 CO5 & CO6
	Mode of examinatio n	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40	
	Text book/s*	• Sound Design: The Expressive Power of Music, Voice and Sound Effects in Cinema by David Sonnenschein - 2002 • The Sound Effects Bible: How to Create and Record Hollywood Style Sound Effects by RicViers(Oct 1, 2008)			
	Other References	• The Animator's Eye: Adding Life to Animation with Timing, Layout, Design, Color and Sound by Francis Glebas(Sep 24,2012)			

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		• Designing Sound by Andy Farnell(Aug 20,2010	

Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4		PO 5
CO1	2	1	1	1		2
CO2	2	1	1	1		2
CO3	2	1	1	1		2
CO4	2	1	1	1		2
CO5	2	1	1	1		2
CO6	2	1	1	1		2

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High)

Prepared by : Department of Mass Communication

School: SCADMS		Batch: 2018-21	
Program: B.Sc. Animation & VFX		Current Academic Year: 2020-21	
Branch: NA		Semester:5	
1	Course Code	BSA302	
2	CourseTitle	Motion Graphics	
3	Credits	4	
4	Contact Hours (L-T-P)	1-0-6	
	Course Status		
5	Course Objective	• Familiarize the tools and techniques to create Motion graphics andeffects • Learn Problem solving techniques to rectify the errors during theprocess • Create content for broadcast, feature filmand animation.	
6	Course Outcomes	CO1-The Scope of Motion Graphics for different media. CO2-Analyze different tools and techniques in Motion Graphics. CO3-Utilizing tools to create effects in Motion Graphics. CO4-Discover the significance of motion theory in Motion Graphics. CO5-Learn the Application techniques for Animation, Editing, and Effects.	
7	Course Description	The Purpose of the course is to provide the knowledge of creating Info-Graphics, Broadcast Animation or Motion Graphics by applying the acquired knowledge of Animation & Effects Creation.	
8			
	Unit 1	Introduction to Motion graphics	CO
		Topic 1 History of Motion Graphics. Topic 2 Evolution of Motion Graphics. Topic 3 Ideation of Motion graphics in Film titles and television	CO1 CO1 CO1
	Unit 2	Scope	
		Topic 1 Possible areas for implementation of Motion graphics Topic 2 Possible areas for implementation of Motion graphics	CO1 CO1
	Unit 3	Tools and Techniques	

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		Topic 1 Tools and Techniques in software Topic 2 Integration of different software for motion graphics.			CO2 CO2
	Unit 4	Effects in Motion Graphics			
		Topic 1-Various Effects in Motion Graphics like particle,light, flare and typography			CO3
	Unit 5	Motion Theory			
		Topic 1- Different types of Motion theory			CO4
	Unit 6	Animation in Motion Graphics			
		Topic 1 Significance of Visual Properties Topic 2 Types of Animation in Motion Graphics			CO4 CO4
	Unit 7	Editing			
		TOPIC 1- Techniques in Editing			CO5
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	• Creating Motion Graphics with After Effects: Essentialand Advanced Techniques, 5th Edition, Version CS5 - Chris Meyer, Publisher: focal Press, June 18, 2010 • Nuke 101: Professional Compositing and Visual Effects- Ron Ganba, Publisher: Peachpit Press; 1 edition(April 23,2011)			
	Other References	• The Art and Science of Digital Compositing, SecondEdition: • Techniques for Visual Effects, Animation and Motion Graphics (The Morgan Kaufmann Seriesin Computer Graphics) - RonBrinkmann(Author)			

Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO1	3	1	2	2	1
CO2	3	1	2	2	1
CO3	3	1	2	2	1
CO4	3	1	2	2	1
CO5	3	1	2	2	1

1-Slight(Low)

2-Moderate (Medium)

3-Substantial(High)

Prepared by : Department of Mass Communication

School: SCADMS		Batch: 2018-21			
Program: B.Sc. Animation & VFX		Current Academic Year: 2020-21			
Branch: NA		Semester:5			
1	Course Code	BSA307			
2	CourseTitle	Project Management			
3	Credits	2			
4	Contact Hours (L-T-P)	1-0-2			
	Course Status	Compulsory			
5	Course Objective	• To provide practical knowledge in setting up productionstudio. • To prepare and plan for pitching of aproject • To manage the project of theproduction			
6	Course Outcomes	CO1: Describe production for different Medias. CO2: Compare pipeline for Different Production House. CO3: Use Management of Project for Creative and Production team. CO4: Devise a studio blue print for Infrastructure and work force. CO5: Develop PR & Marketing Collaterals.			
7	Course Description	The Purpose of the course is to provide practical knowledge in setting up production studio, prepare and plan for pitching of a project , manage the project of the production, Finance management, Manpower management and successful completion of the project.			
8	Outline syllabus				CO Mapping
	Unit 1	Production Overview			
		Topic 1 Working of Production House Topic 2 Production houses for Film, TV Games			CO1 CO1
	Unit 2	Pipeline			
		Topic 1 Requirement for a Production Pipeline Topic 2 Pipeline designing for various Production house Topic 3 A Typical Pipeline and Infrastructure			CO2 CO2 CO2
	Unit 3	Project Management			
		Topic 1 Pipeline Management Topic 2 Project Management Topic 3 Work force and Recruitment Topic 4 Studio Design			CO3 & CO4 CO3 & CO4 CO3 & CO4 CO3 & CO4
	Mode of examinatio n	Jury			
	Weightage	CA	MTE	ETE	

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	Distribution	60%	0%	40%	
	Text book/s*	The VES Handbook of Visual Effects: Industry Standard VFX Practices and Procedures - Jeffrey A. Okun, Publisher: Focal Press; 1 edition (July 8, 2010)			
	Other References	The Visual Effects Producer: Understanding the Art and Business of VFX - Charles Finance, Susan Zwerman, Publisher: Focal Press; 1 edition (August 28, 2009)			

Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO1	3	2	3	1	2
CO2	3	2	3	1	2
CO3	3	2	3	1	2
CO4	3	2	3	1	2
CO5	3	2	3	1	2

1-Slight(Low)

2-Moderate (Medium)

3-Substantial(High)

Prepared by : Department of Mass Communication

School: SCADMS		Batch: 2018-21	
Program: B.Sc. Animation & VFX		Current Academic Year: 2020-21	
Branch: NA		Semester:5	
1	Course Code	BSA304	
2	CourseTitle	Match Moving	
3	Credits	4	
4	Contact Hours (L-T-P)	2-0-4	
	Course Status	Compulsory	
5	Course Objective	• Familiarize the tools and techniques tocreate Match moving andeffects • Learn Problem solving techniques to rectifythe errors during theprocess • Create content for broadcast, feature film and animation.	
6	Course Outcomes	CO1: Discuss of Match moving on footage in a package CO2: Apply various elements in scene in a 3D package CO3: Create light, render the object and composite the result. CO4: Analyze Color Grading & Final composition CO5: Correspond the Exporting in Maya and Rendering	
7	Course Description	Students will learn the core knowledge & techniques of Camera Tracking & match moving so that they can be able to add or merge 3d Elements into Live Action Footage.	
8	Outline syllabus		CO Mapping
	Unit 1	Introduction to Match Moving	
		Topic 1 Need for Match Moving in a scene. Topic 2 Understanding Camera and its types.	CO1 CO1
	Unit 2	Tracking	
		Topic 1 Tracking Fundamentals for Match moving Topic 2 Tools and Techniques in Tracking	CO2
	Unit 3	Match Moving Process	
		Topic 1 Tools and Techniques in Match Moving	CO2
	Unit 4	Tracking	

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		Topic 1 -Different types of Tracking Topic 2-Calibrating Camera Topic 3-Tracking and noise reduction			CO3, CO4 CO3, CO4 CO3, CO4
	Unit 5	3D Integration			
		Topic 1 Set and Coordinate system Fitting Topic 2 Advanced tools and Techniques			CO4 & CO5 CO4 & CO5
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	The Art and Technique of Match moving: Solutions for the VFX Artist -Erica Hornung			
	Other References	• Compositing Visual Effects–Essentials for the Aspiring Artist - SteveWright The VES Handbook of Visual Effects - Okun J, Zwerman S			

Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO1	3	1	3	1	2
CO2	3	1	3	1	2
CO3	3	1	3	1	2
CO4	3	1	3	1	2
CO5	3	1	3	1	2

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High)

Prepared by : Department of Mass Communication

School: SCADMS		Batch: 2018-21	
Program: B.Sc. Animation & VFX		Current Academic Year: 2020-21	
Branch: NA		Semester:5	
1	Course Code	BSA310	
2	CourseTitle	Matte Painting	
3	Credits	3	
4	Contact Hours (L-T-P)	2-0-2	
	Course Status	Compulsory	
5	Course Objective	• To impart Knowledge and Technical skills in creating. • Matte Paintings for Animation, games, and live action films. • Analyzing the significance of color and tone in integrating elements. • Building different layers of objects to integrate with Live andCGI. .	
6	Course Outcomes	CO1:Analyze the Evolution of Matte Painting with CG, Live Action and VFX movie. CO2: Familiarize students with software its interface, tools and techniques. CO3: Evaluate the significance of Layers, Light, shadow and composition in matte painting. CO4: Application of Advanced techniques in creating matte painting. CO5:-Matching Real Environment.	
7	Course Description	To impart Knowledge and Technical skills in creating BG or a Matte Paintings for Animation, games, and live action films. It is to Analyzing the significance of color and tone in integrating elements and Building different layers of objects to integrate with Live and CGI.	
8	Outline syllabus		CO Mapping
	Unit 1	History of Matte Painting	
		Unit 1 Topic A Camera and Projection Technique Unit 1 Topic B Paint and Pixel methods Unit 1 Topic C Digital Matte Painting	CO1 CO1 CO1
	Unit 2	Basic 2D Matte Painting	
		Unit 2 Topic A Photoshop panels for matte Unit 2 Topic B painting Layer and Brush management	CO2 CO2
	Unit 3	Composition of Matte Paint	

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		Unit 3 Topic A Perspective in Matte Unit 3 Topic B Painting Projection in Space	CO2 CO2
	Unit 4	Light and Shadow	
		Unit 4TopicA Creating seamless effects of realistic and semi realistic matte painting	CO3
	Unit 5	Techniques of Matte Painting	
		Unit 5 Topic A 2.5D Matte Painting Unit 5TopicB 3D MattePainting Unit 5TopicC Using Video elements in MattePainting	CO4, CO5 CO4, CO5 CO4, CO5
	Mode of examination	Jury	
	Weightage Distribution	CA / MTE / ETE 60% / 0% / 40%	
	Text book/s*	• The Invisible Art: The Legends of Movie MattePainting - Bargain Price, Publisher: Chronicle Books (November 2002). • Beginner's Guide to Digital Painting in Photoshop - NykolaiAleksander , Richard Tilbury, 3DTotalTeam, Publisher: 3DTotal Publishing (January 31,2012)	
	Other References	• The Invisible Art: The Legends of Movie Matte Painting - Mark Cotta Vaz(Author), Craig Barron (Author) • The Digital Matte Painting Handbook- David B. Mattingly	

Course Articulation Matrix

Pos Cos	PO1	PO2	PO3	PO4	PO5
CO1	3	1	3	1	2
CO2	3	1	3	1	2
CO3	3	1	3	1	2
CO4	3	1	3	1	2
CO5	3	1	3	1	2

1-Slight(Low) 2- Moderate (Medium) 3-Substantial(High)

Prepared by : Department of Mass Communication

School: SCADMS		Batch: 2018-21	
Program: B.Sc. Animation & VFX		Current Academic Year: 2020-21	
Branch: NA		Semester:5	
1	Course Code	BSA306	
2	CourseTitle	Visual Effects Compositing Techniques	
3	Credits	4	
4	Contact Hours (L-T-P)	2-0-4	
	Course Status	Compulsory	
5	Course Objective	• Familiarize the tools and techniques to create standard VFXshots • Learn Problem solving techniques to rectify the errors during compositing. • Create content for broadcast, games, featurefilm.	
6	Course Outcomes	CO1- The Evolution of Visual Effects and its influence on compositing. CO2- Analyze different tools and techniques in compositing. CO3- Managing of Different layers form different departments and integrating it. CO4-Significance Lighting and composition in Compositing. CO5- Bridging the Live Action and CGI elements and effects CO6- Learn the Application of Video Art for various Medias.	
7	Course Description	It enables a student to understand the Evolution of Visual Effects and its influence on compositing techniques. It explores the various tools available to create desirable visual effects, Analyze different tools and techniques in compositing and how to Bridge the Live Action and CGI elements and effects	
8	Outline syllabus		CO Mapping
	Unit 1	History of Compositing	
		Unit 1Topic1 History ofCompositing. Unit 1Topic2 Terminologies and Concept of Compositing. Unit 1Topic3 Camera and its influence onCompositing	CO1 CO1 CO1
	Unit 2	Digital Image	
		Unit 2 Topic 1 Digital Image, concepts and Parameters Unit 2 Topic 2 Properties and attributes in Image	CO2 CO2
	Unit 3	Layers	

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		Unit 3Topic1 Distinguish Layer and Node based compositing Unit 3Topic2 Matte and Keying Techniques			CO3 CO3
		Unit 3Topic3 Effects in Motion Graphics Unit 3Topic4 Tracking and Stabilizing Techniques			CO3 CO3
	Unit 4	Lighting and Composition			
		Unit 4Topic1 Lighting in Compositing Unit 4Topic2 Live and VirtualCameras Unit 4Topic3 Lighting passes and its integration			CO4 & CO5 CO4 & CO5 CO4 & CO5
	Unit 5	Theory and Practice of Video Art			
		Unit 5Topic1 History of Video Art and its Evolution Unit 5Topic2 Application of Video Art in different media			CO6 CO6
	Mode of examinatio n	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	• Compositing Digital Images - T. Porter and T. Duff I Proceedings of SIGGRAPH '84, 18 (1984)I • The Art and Science of Digital Compositing - Ron Brinkmann			
	Other References	• Wright's Compositing Visual Effects: Essentials for the Aspiring Artist [Paperback]2007) - Paperback (2007) - S.Wright • Compositing Visual Effects – Essentials for aspiring artists - SteveWright			

Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO1	3	1	3	1	1
CO2	3	1	3	1	1
CO3	3	1	3	1	1
CO4	3	1	3	1	1
CO5	3	1	3	1	1
CO6	3	1	3	1	1

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High)

Prepared by : Department of Mass Communication

School: SCADMS		Batch: 2018-21	
Program: B.Sc. Animation & VFX		Current Academic Year: 2020-21	
Branch: NA		Semester: 6th Sem	
1	Course Code	BSA309	
2	Course Title	Final Project & Project report	
3	Credits	20	
4	Contact Hours (L-T-P)	0-10-20	
	Course Status	Compulsory/Elective	
5	Course Objective	• The students should implement all concepts learned in the previous semester • Students should be able to execute Projects in Animation & VFX platforms • Students should learn about documentation methods • Students should be ready to handle industrial live projects scenarios and pitch requirements	
6	Course Outcomes	CO1: To develop an understanding of 2D, 3D and VFX through storytelling and compile a show reel with the industry requirements. CO2: Create 2D and 3D characters and environments that reflect the integration of graphic clarity, design principles, performance principles and theoretical constructs. Design layouts and backgrounds that incorporate principles of composition, perspective and colour, with speed, accuracy and dexterity, using a variety of media. CO3: To develop an insight into vocabulary of visual language and design using 3D and VFX storyboard. CO4: Manage the production of a film, including the aspects of cinematography and art direction. CO5: Effective presentation of student's VFX show reel	

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		Portfolio.	
7	Course Description	Students must do this project individually or in group. In this project, students should complete an Animation or VFX short film of minimum 90 seconds duration, which displays their creativity, aesthetic sense, and technical skills that they acquired During their academic period.	
8	Outline syllabus		CO Achievement
	Unit 1	Pre-production: Synopsis of the Story - script- Story Map	CO 1 & CO2
	Unit 2	2D /3D Character designs: Character Bible - Character History-Character Traits - Character flaws – Psychological profile. 2D /3D Concept pre visualization with environments.	CO1, CO2
	Unit 3	3D Story Board – Complete story board of the script. Story Map is must. Character Designs should be both concept sketches &coloured ones. For each character use separate page.	CO 1, CO3
	Unit 4	Production: Production stills of Live Shooting for CG shot BG sets, VFX; props Dynamic simulation snaps Shots Texturing & Lighting Snap shots.	CO 4, CO5
	Unit 5	Post- production: Compositing & Editing	CO5
	Mode of examination	Jury/Practical/Viva	

	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	• Adobe Animate CC Classroom in a Book 2018, RussellChun • Storyboards: Motion in Art by Mark A.Simon • Pixar Storytelling: Rules for Effective Storytelling Based on Pixar's Greatest Films by Dean Movshovitz • The Ultimate Concept Art Career Guide by 3dtotalPublishing • Creating Stylized Characters Paper back by 3dtotalPublishing			
	Other References				

Course Articulation Matrix

Pos Cos	PO 1	PO 2	PO 3	PO 4	PO 5
CO1	3	2	3	2	2
CO2	3	2	3	2	2
CO3	3	2	3	2	2
CO4	3	2	3	2	2
CO5	3	2	2	2	2

1-Slight(Low)
2-Moderate (Medium)
3-Substantial(High)

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