**DRAFT**

**National Education Policy-2020**

**Common Minimum Syllabus for Uttarakhand State Universities and Colleges**

**Four Year Undergraduate Programme-FYUP/Bachelors Programme/Masters in Animation & Design**

**PROPOSED STRUCTURE FOR FYUP/MASTERS**

**ANIMATION & DESIGN SYLLABUS**

**EXPERT COMMITTEE**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **S.N.** | **NAME** | **DESIGNATION** | **DEPARTMENT** | **AFFILIATION** |
| 1. | Prof. Girish Ranjan Tiwari | Professor &Head | Deptt. of Journalism & Mass Communication | DSB Campus, Kumaun University, Nainital |
| 2. | Dr. Poonam Bisht | Assistant Professor | Deptt. of Journalism & Mass Communication | DSB Campus, Kumaun University, Nainital |
| 3. | Dr. Lalit Bhatt | Associate Professor | Deptt. of Animation & Design | BIT, Noida |
| 4. | Mr. Sishir Kushwaha | Assistant Professor | Deptt. of Animation & Design | Dev Sanskirti University, Haridwar |
| 5. | Mrs. Rashika | Assistant Professor | Deptt. of Animation & Design | J C Bose University, Gurugram |
| 6 | Mr. Kousal Soni | Assistant Professor | Deptt. of Journalism & Mass Communication | Gyanarthi College, Kashipur |
| 7 | Dr. Shambhoo Saran | Associate Professor& Head | Deptt. of Animation & Mass Communication | Maharshi University of Information Technology, Noida |
| 8 | Dr. Srachana Sachdeva | Assistant Professor | Deptt. of Journalism & Mass Communication | Govt. PG College, Narendra Nagar |
| 9 | Mr. Rohit Kapoor | Assistant Professor | Deptt. of Animation & Design | (Sharda School of Design, Architecture & Planning), Sharda University,G. Noida |

**SYLLABUS PREPARATION COMMITTEE**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **S.N.** | **NAME** | **DESIGNATION** | **DEPARTMENT** | **AFFILIATION** |
| 1. | Prof. Girish Ranjan Tiwari | Professor &Head | Deptt. of Journalism & Mass Communication | DSB Campus, Kumaun University, Nainital |
| 2. | Dr. Poonam Bisht | Assistant Professor | Deptt. of Journalism & Mass Communication | DSB Campus, Kumaun University, Nainital |
| 3. | Mr. Kuldeep Gangola | Assistant Professor | Deptt. of Animation& Design | Gyanarthi College, Kashipur |
| 4. | Mr. Jitin Verma | Assistant Professor | Deptt. of Animation& Design | Gyanarthi College, Kashipur |
| 5. | Mr. Satish Kandpal | Registrar | Deptt. of Animation& Design | Gyanarthi College, Kashipur |
| 6. | Mr. Sandesh Choudhary | Assistant Professor | Deptt. of Animation& Design | Gyanarthi College, Kashipur |
| 7. | Ms. Supriya Bist | Assistant Professor | Deptt. of Fashion Design | Gyanarthi College, Kashipur |

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| **List of Papers (DSC, DSE, GE, AEC, SEC, VAC) with Semester Wise** | | | | | | | | | |
| **Year** | **Semester** | **Course** | **Paper Title** | | | | | **Theory/**  **Practical** | **Credits** |
| **Undergraduate Certificate in Animation & Design** | | | | | | | | | |
| **FIRST YEAR** | I | DSC | Fundamentals of Design | | | | | Theory | 4 |
| DSC | Drawing & Sketching - I | | | | | Practical | 4 |
| DSC | Computer Graphics – I | | | | | Theory + Practical | 2+2 |
| GE | Computer Graphics – I  ***(For the Students of other Department/Course)***  **Animation Students will choose GE subject from a Pool of GE Courses provided by University** | | | | | Theory + Practical | 2+2 |
| AEC | Will be opted from Pool of AEC Courses provided by University | | | | | Theory/Practical | 2 |
| SEC | Experimental Animation-I | | | | | Practical | 2 |
| VAC | Will be opted from Pool of VACCourses provided by University | | | | | Theory/Practical | 2 |
| **TOTAL CREDIT** | | | | | | | **22** |
| II | DSC | Introduction to Animation | | | | | Theory | 4 |
| DSC | Drawing & Sketching - II | | | | | Practical | 4 |
| DSC | Computer Graphics - II | | | | | Theory + Practical | 2+2 |
| GE | Computer Graphics - II  ***(For the Students of other Department/Course)***  **Animation Students will choose GE subject from a Pool of GE Courses provided by University** | | | | | Theory + Practical | 2+2 |
| AEC | Will be opted from Pool of AEC Courses provided by University | | | | | Theory/Practical | 2 |
| SEC | Experimental Animation-II | | | | | Practical | 2 |
| VAC | Will be opted from Pool of VAC Courses provided by University | | | | | Theory/Practical | 2 |
| **TOTAL CREDIT** | | | | | | | **22** |
| **Students on exit shall be awarded Undergraduate Certificate in Animation & Design after securing the requisite 44 credit in semester I and II** | | | | | | | | | |
| **Undergraduate Diploma in Animation & Design** | | | | | | | | | |
| **SECOND YEAR** | **III** | DSC | Photography | | | | | Theory + Practical | 2+2 |
| DSC | Character Designing | | | | | Practical | 4 |
| DSC | 2D Animation Techniques | | | | | Theory + Practical | 2+2 |
| DSE/GE | 3D Modeling Techniques | *Animation Students can choose any One from these DSE Courses or one from the pool of GE Courses provided by University.*  Students of other department can choose these courses as GE Course | | | | Practical | 4 |
| DSE/GE | Design Thinking | Theory |
| AEC | Will be opted from Pool of AEC Courses provided by University | | | | | Theory/Practical | 2 |
| SEC | UI/UX Designing | | | | | Practical | 2 |
| VAC | Will be opted from Pool of VAC Courses provided by University | | | | | Theory/Practical | 2 |
| **TOTAL CREDIT** | | | | | | | **22** |
| **IV** | DSC | Digital Video Editing | | | | | Theory + Practical | 2+2 |
| DSC | Concept Art | | | | | Practical | 4 |
| DSC | Fundamentals of 3D Animation, Particle, Simulation | | | | | Theory + Practical | 2+2 |
| DSE/GE | Fundamentals of Film Making | | | *Animation Students can choose any One from these DSE Courses or one from the pool of GE Courses provided by University.*  Students of other department can choose these courses as GE Course | | Theory | 4 |
| DSE/GE | Advanced UI/UX Designing | | | Practical | 4 |
| AEC | Will be opted from Pool of AEC Courses provided by University | | | | | Theory/Practical | 2 |
| SEC | Digital Marketing | | | | | Practical | 2 |
| VAC | Will be opted from Pool of VAC Courses provided by University | | | | | Theory/Practical | 2 |
| **TOTAL CREDIT** | | | | | | | **22** |
| **Students on exit shall be awarded Undergraduate Diploma in Animation & Design after securing the requisite 88 credit on completing of Semester IV** | | | | | | | | | |
| **Bachelor of Animation & Design** | | | | | | | | | |
| **THIRD YEAR** | **V** | DSC | Game Design I | | | | | Theory + Practical | 2+2 |
| DSC | 3D Modeling, Texturing & Lighting | | | | | Practical | 4 |
| DSC | Motion Graphics & Virtual Communication | | | | | Practical | 4 |
| DSE | 3D Modeling with Blender | | | | ***Animation Students will choose any One from these DSE Courses.*** | Practical | 4 |
| DSE | Principal of Advertising | | | | Theory |
| GE | Motion Graphics & Virtual Communication***(For the Students of other Department/Course)***  ***Animation Students will choose GE subject from the pool of GE Courses provided by University.*** | | | | | Practical | 4 |
| IAPC | Academic Project | | | | | Project | 2 |
| **TOTAL CREDIT** | | | | | | | **22** |
| **VI** | DSC | Game Design II | | | | | Theory + Practical | 2+2 |
| DSC | 3D Rigging, Dynamics Basics, Animation | | | | | Practical | 4 |
| DSC | Principal of Composition | | | | | Practical | 4 |
| DSE | VFX | | | | ***Animation Students will choose any One from these DSE Course*** | Practical | 4 |
| DSE | Broadcast Design | | | | Theory |
| GE | Principal of Composition***(For the Students of other Department/Course)***  ***Animation Students will choose GE subject from the pool of GE Courses provided by University.*** | | | | | Practical | 4 |
| IAPC | Internship | | | | | Internship | 2 |
| **TOTAL CREDIT** | | | | | | | **22** |
| **Students on exit shall be awarded Bachelor of Animation & Design after securing the requisite 132 credit on completing of Semester VI.** | | | | | | | | | |
| **Bachelor of Animation & Design (Honours with Research/Academic Project** | | | | | | | | | |
| **FOURTH YEAR** | **VII** | DSC | History of Art, Animation & Design | | | | | Theory | 4 |
| DSE/GE | VFX – Fusion | | Animation Students can choose any three DSE subjects from given subjects  OR,  Two DSE subjects and one GE subject (From Pool of GE Subjects provided by University)  OR,  One DSE with two GE subjects From Pool of GE Subjects provided by University).  Other department students can choose these subjects as GE subject also. | | | Practical | 4 |
| DSE/GE | Game Design – Unity | | Practical | 4 |
| DSE/GE | Digital Graphics & Visual Design | | Practical | 4 |
| DSE/GE | Expressive Motion | | Practical | 4 |
| IAPC | Academic Project (Short Film Animation/VFX) | | | | | Project | 6 |
| **TOTAL CREDIT** | | | | | | | **22** |
| **VIII** | DSC | Marketing for Animation | | | | | Theory | 4 |
| DSE/GE | Advanced Animation in Maya | | Animation Students can choose any three DSE subjects from given subjects  OR,  Two DSE subjects and one GE subject (From Pool of GE Subjects provided by University)  OR,  One DSE with two GE subjects From Pool of GE Subjects provided by University).  Other department students can choose these subjects as GE subject also.. | | | Practical | 4 |
| DSE/GE | Environment Design | | Practical | 4 |
| DSE/GE | Advanced VFX | | Practical | 4 |
| DSE/GE | Virtual Reality Concept & Application | | Theory | 4 |
| IAPC | Academic Project | | | | | Project | 6 |
| **TOTAL CREDIT** | | | | | | | **22** |
| **Students on exit shall be awarded Undergraduate Bachelor of Animation & Design (Honours with Research/Academic Project) after securing the requisite 176 credit on completing of Semester VIII.** | | | | | | | | | |
| **Masters in Animation & Design** | | | | | | | | | |
| **FIFTH YEAR** | **IX** | DSC | Modern Age Cinematography | | | | | Theory | 4 |
| DSE/GE | Audio-Video Mixing | | Animation Students can choose any three DSE subjects from given subjects  OR,  Two DSE subjects and one GE subject (From Pool of GE Subjects provided by University)  OR,  One DSE with two GE subjects From Pool of GE Subjects provided by University).  Other department students can choose these subjects as GE subject also. | | | Practical | 4 |
| DSE/GE | Game Design - Unreal Engine | | Practical | 4 |
| DSE/GE | Motion Graphics for Television | | Practical | 4 |
| DSE/GE | Concept of Vehicle Design | | Theory | 4 |
| IAPC | Academic Project (Portfolio) | | | | | Project | 6 |
|  | **TOTAL CREDIT** | | | | | | | **22** |
| **X** | DSC | Branding Package & Digital Marketing | | | | | Theory | 4 |
| DSE/GE | UX/UI for Web Designing | | Animation Students can choose any three DSE subjects from given subjects  OR,  Two DSE subjects and one GE subject (From Pool of GE Subjects provided by University)  OR,  One DSE with two GE subjects From Pool of GE Subjects provided by University).  Other department students can choose these subjects as GE subject also. | | | Practical | 4 |
| DSE/GE | Film Analysis | | Practical | 4 |
| DSE/GE | Match Moving 3D & Advanced Composition | | Practical | 4 |
| DSE/GE | Advanced Illustration- Comic Book | | Theory | 4 |
| IAPC | Internship | | | | | Internship | 6 |
| **TOTAL CREDIT** | | | | | | | **22** |
| **Students on exit shall be Masters in Animation & Design after securing the requisite 220 credit on completing of Semester X.** | | | | | | | | | |

**Abbreviations:**

**DSC - Discipline Specific Course, DSE - Discipline Specific Electives, GE - Generic Electives,**

**AEC - Ability Enhancement Course, VAC - Value Addition Course, IAPC - Internship/Apprenticeship/**

**Project/Community Outreach**

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| **Programme Specific Outcomes (PSOs) (Undergraduate Programme)**  **After this programme, the learners will be able to:** | |
| **PSO 1** | Students able to learn foundational animation principles. |
| **PSO 2** | Students also Gain proficiency in industry-standard software. |
| **PSO 3** | Students able to Develop visual communication skills. |
| **PSO 4** | Students able to Grasp fundamental animation concepts. |
| **PSO 5** | Students able to Acquire proficiency in essential design software. |
| **PSO 6** | Students able to Cultivate visual storytelling abilities. |
| **PSO 7** | Students able to Initiate exploration of Drawing techniques. |
| **PSO 8** | The candidate will understand the use of Perspective in framing. |
| **PSO 9** | Candidate able to learn staging a character, 2D animation |
| **PSO 10** | Students also learn how to develop 3d modeling for production line. |

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| **Programme Specific Outcomes (PSOs) (Honours Degree)**  **After this programme, the learners will be able to:** | |
| **PSO 1** | In this Course we will explore the student will learn visual effects. |
| **PSO 2** | Develop 3D and VFX skill using Blender software. |
| **PSO 3** | Students also learn how to develop their skills, portfolio and project for the industry standard. |
| **PSO 4** | The student will finalize and learn the finishing details of the animation course. |
| **PSO 5** | Student able to learn how to develop own project in details |
| **PSO 6** | Find out new tools and software for showreel and research project. |
| **PSO 7** | To be able to deliver final show reels of the chosen topics from the curriculum. |
| **PSO 8** | Students able to discover opportunities in this year. |
| **PSO 9** | Learn advanced techniques in animation, gaming and VFX. |

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| **Programme Specific Outcomes (PSOs) - Masters in Animation & Design**  **After this programme, the learners will be able to:** | |
| **PSO 1** | Masters will demonstrate advanced proficiency in animation techniques, including 2D and 3D animation, motion graphics, visual effects, and the use of industry-standard software and tools. |
| **PSO 2** | Masters will develop and implement innovative animation solutions, leveraging cutting-edge technologies and creative methodologies to produce original and impactful content. |
| **PSO 3** | Masters will conduct comprehensive research and critical analysis of animation trends, theories, and practices, contributing to the academic and professional discourse in the field. |
| **PSO 4** | Masterswill exhibit strong project management skills, including the ability to plan, execute, and deliver complex animation projects within specified timelines and budgets, adhering to industry standards. |
| **PSO 5** | Masters will create compelling narratives and storyboards, utilizing advanced storytelling techniques to engage diverse audiences across various media platforms. |
| **PSO 6** | Masters will create a comprehensive and polished portfolio that showcases their technical skills, creative abilities, and professional projects, positioning them competitively in the job market. |
| **PSO 7** | Masters will exhibit the ability to adapt to rapidly changing technologies and industry practices, demonstrating a commitment to lifelong learning and professional development in the field of animation. |

# Semester-I

## Undergraduate Certificate in Animation and Design

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|  | **DISCIPLIN SPECIFIC COURSE (DSC)- FUNDAMENTAL OF DESIGN (THEORY)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **Fundamental of Design** | **4** | **4** | **0** | **0** | **Passed Class**  **XII** | **Nil** |

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| **UNDERGRADUATE CERTIFICATE IN ANIMATION & DESIGN** | | | | | | |
| **Programme: *Undergraduate Certificate in Animation and Design*** | | | | **Year: I** | **Semester: I Paper: DSC** | |
| **Subject: Animation& Design** | | | | | | |
| **Course: DSC** | | **Fundamental of Design (Theory)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * To Learn Fundamental principles and elements of design, providing a solid foundation for further exploration in various design disciplines. * Through lectures, discussions, and hands-on projects, students will develop an understanding of design concepts and their application in different contexts. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | | **No. of Hours** |
| **Unit I** | **Introduction to Design**   * Overview of design disciplines * Historical perspectives on design * Understanding design thinking * Role of design in society | | | | | 12 |
| **Unit II** | **Elements & Principles of Design**   * Line: Types, qualities, and applications * Shape and form: Geometric and organic forms, negative space * Color theory: Color wheel, harmony, contrast, and symbolism * Texture: Visual and tactile texture, applications in design * Balance: Symmetry, asymmetry, and radial balance * Proportion and scale: Golden ratio, human scale * Emphasis and focal points: Creating hierarchy and visual interest * Unity and harmony: Cohesive design compositions | | | | | 24 |
| **Unit III** | * **Composition and Layout** * Grid systems: Principles and applications in layout design * Typography: Typeface selection, hierarchy, and legibility * Image composition: Rule of thirds, framing, and cropping * Gestalt principles: Closure, proximity, similarity, and continuity | | | | | 12 |
| **Unit IV** | **Application of Design Principles**   * Graphic design: Branding, advertising, and publication design * User interface (UI) design: Website and app design principles * Environmental design: Signage, wayfinding, and spatial design * Product design: Ergonomics, materials, and aesthetics | | | | | 12 |

**Recommended Readings:**

* *“Design Basics”*by David A. Lauer and Stephen Pentak

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Semester-I

## Undergraduate Certificate in Animation and Design

|  |  |
| --- | --- |
|  | **DISCIPLINE SPECIFIC COURSE (DSC)- DRAWING&SKETCHING - I (Practical)** |

**No. of Hours-120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **Drawing & Sketching - I** | **4** | **0** | **0** | **4** | **Passed Class**  **XII** | **Nil** |

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| --- | --- | --- | --- | --- | --- |
| **UNDERGRADUATE CERTIFICATE IN ANIMATION & DESIGN** | | | | | |
| **Programme:*Undergraduate Certificate in Animation and Design*** | | | | **Year: I** | **Semester: I Paper: DSC** |
| **Subject: Animation& Design** | | | | | |
| **Course: DSC** | | **Drawing & Sketching - I (Practical)** | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Develop eye hand coordination, development of vision and motor skills. * Develop expertise in life-drawing and related techniques. * Improve observational skills through drawing and sketching. * Understand how to render object in light and shadow. | | | | | |
| **Credits: 4** | | | **Discipline Specific Course** | | |
| **Max. Marks:As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | |
| **Unit** | **Topic** | | | | **No. of Hours** |
| **Unit I** | **Introduction to Drawing**   * Overview of drawing materials and tools. * Basic techniques: line, shape, form, texture, value, and space. * Understanding proportions and perspective. * Drawing exercises focusing on observation and replication of simple objects and still life arrangements. * Introduction to shading techniques: hatching, cross-hatching, stippling, and blending. | | | | 30 |
| **Unit II** | **Figure Drawing**   * Anatomy basics: proportions of the human body, skeletal structure, and muscle groups. * Gesture drawing: capturing the essence and movement of the human figure with quick sketches. * Detailed figure drawing: studying individual body parts,   proportions, and foreshortening. | | | | 30 |
| **Unit III** | **Portrait Drawing**   * Facial anatomy: proportions, features, and expressions. * Understanding light and shadow in portrait drawing. * Techniques for capturing likeness and personality in portraits. * Portrait drawing from live models and photographs. | | | | 30 |
| **Unit IV** | **Still Life Drawing**   * Setting up and composing still life arrangements. * Techniques for capturing light and shadow on different objects. * Experimentation with different drawing materials and textures. * Understanding the importance of negative space in still life compositions. * Developing observational skills through detailed still life studies. | | | | 30 |

**Recommended Readings:**

* *The Urban Sketching Handbook Understanding Perspective: Easy Techniques for Mastering Perspective Drawing, Author- Stephanie Bower, Publisher – Quarrt Books*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

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# Semester-I

## Undergraduate Certificate in Animation and Design

|  |  |
| --- | --- |
|  | **DISCIPLINE SPECIFIC COURSE (DSC)- Computer Graphics - I (Theory)** |

**No. of Hours- 30**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **Computer Graphics - I** | **2** | **2** | **0** | **0** | **Passed Class**  **XII** | **Nil** |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **UNDERGRADUATE CERTIFICATE IN ANIMATION & DESIGN** | | | | | |
| **Programme: *Undergraduate Certificate in Animation and Design*** | | | | **Year: I** | **Semester: I Paper: DSC** |
| **Subject: Animation& Design** | | | | | |
| **Course: DSC** | | **Computer Graphics - I (Theory)** | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Learn about Photoshop as design software. * Software interface, tools, matte painting, digital & print media graphics and photo editing. * Demonstrate critical thinking and problem-solving skills for project planning, design, and creation. Communicate clearly in visual, verbal, and written forms. | | | | | |
| **Credits: 2** | | | **Discipline Specific Course** | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | |
| **Unit** | **Topic** | | | | **No. of Hours** |
| **Unit I** | **Introduction to digital image editing**   * Raster Image * Vector Image * Image File Formats | | | | 6 |
| **Unit II** | **Photoshop Workspace, Menu, Tools & Preferences**   * Interface Basic * Palettes and Menus * Toolbar – Selection Tools, painting tools, Editing and retouching tools * Text tools. * Ruler, Guides and Grids | | | | 6 |
| **Unit III** | **Color, Types of Masking**   * Color Mode * Color Correction * Levels and Curves | | | | 6 |
| **Unit IV** | **Layers, Advanced options & Filters**   * Layer concept * Selecting, Grouping and linking layers * Layer Effects * Layer Mask * Applying filters * Digital painting techniques * Automating tasks – creating actions * Experimental Learning: Digital Painting | | | | 12 |

**Recommended Readings:**

* *Adobe Photoshop Classroom in a Book 2023 1st Edition,* Author- Conrad Chavez, Publisher- Adobe Press

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Semester-I

## Undergraduate Certificate in Animation and Design

|  |  |
| --- | --- |
|  | **DISCIPLINE SPECIFIC COURSE (DSC)- Computer Graphics - I (Practical)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **Computer Graphics - I** | **2** | **0** | **0** | **2** | **Passed Class**  **XII** | **Nil** |

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| **UNDERGRADUATE CERTIFICATE IN ANIMATION & DESIGN** | | | | | |
| **Programme: *Undergraduate Certificate in Animation and Design*** | | | | **Year: I** | **Semester: I Paper: DSC** |
| **Subject: Animation& Design** | | | | | |
| **Course: DSC** | | **Computer Graphics - I (Practical)** | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Learn about Photoshop as design software. * Software interface, tools, matte painting, digital & print media graphics and photo editing. * Demonstrate critical thinking and problem-solving skills for project planning, design, and creation. Communicate clearly in visual, verbal, and written forms. | | | | | |
| **Credits: 2** | | | **Discipline Specific Course** | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | |
| **Unit** | **Topic** | | | | **No. of Hours** |
| **Unit I** | Damage to Repair, Black &White to Color | | | | 12 |
| **Unit II** | Photo Manipulation, Photo Composition | | | | 12 |
| **Unit III** | Digital Painting, Matt Painting | | | | 12 |
| **Unit IV** | Digital advertisement, layer + Clipping Masking | | | | 24 |

**Recommended Readings:**

* *Adobe Photoshop Classroom in a Book 2023 1st Edition,* Author- Conrad Chavez, Publisher- Adobe Press

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Semester-I

## Undergraduate Certificate in Animation and Design

|  |  |
| --- | --- |
|  | **SKILL ENHANCEMENT COURSE (SEC)- Experimental Animation - I (Flip book / Cell Animation) (Practical)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **SEC:**  **Experimental Animation–I (Flip book / Cell Animation)** | **2** | **0** | **0** | **2** | **Passed Class**  **XII** | **Nil** |

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| **UNDERGRADUATE CERTIFICATE IN ANIMATION & DESIGN** | | | | | | |
| **Programme: *Undergraduate Certificate in Animation and Design*** | | | | **Year: I** | | **Semester: I Paper: SEC** |
| **Subject: Animation& Design** | | | | | | |
| **Course: SEC** | | **Experimental Animation - I (Flip book / Cell Animation)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Learn about Flip book or Cell Animation. * Learn how to create story board with comprehensive details like camera angles, movements, dialogues, music etc. | | | | | | |
| **Credits: 2** | | | **Skill Enhancement Course (SEC)** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to Animation and Flip Books**   * Overview of animation: definition, history, and significance * Introduction to flip book animation * Understanding the basic principles of animation (e.g., timing, spacing, squash and stretch) * Materials and tools required for creating flip books | | | | 15 | |
| **Unit II** | **Principles of Movement and Timing**   * Exploring the principles of movement in animation * Understanding timing and spacing in animation * Practice exercises to develop a sense of timing and movement * Analysis of existing flip book animations for timing and movement techniques | | | | 15 | |
| **Unit III** | **Advanced Flip Book Techniques**   * Introduction to advanced flip book techniques * Creating illusions of depth and perspective in flip book animations * Exploring techniques for character animation in flip books * Understanding the use of keyframes and breakdowns in flip book animation | | | | 15 | |
| **Unit IV** | **Introduction to Cell Animation**   * Overview of cell animation: definition, history, and techniques * Understanding the anatomy of a cell animation setup * Materials and tools required for cell animation * Project Submission - Making of a Flip book or Cell Animation | | | | 15 | |

**Recommended Readings:**

* *Prepare to Board! Creating Story and Characters for Animated Features and Shorts by*NancyBeiman, Publisher- Adobe Press

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Department of Animation

# Semester-II

## Undergraduate Certificate in Animation and Design

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| --- | --- |
|  | **DISCIPLINE SPECIFIC COURSE (DSC)- INTRODUCTION TO ANIMATION (THEORY)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITYAND PRE-REQUISITES OF THE COURSE

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Pre-requisite**  **of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **Introduction to**  **Animation** | **4** | **4** | **0** | **0** | **Passed Class**  **XII** | **Nil** |

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| **UNDERGRADUATE CERTIFICATE IN ANIMATION & DESIGN** | | | | | | |
| **Programme: Undergraduate *Certificate in Animation and Design*** | | | | **Year: I** | **Semester: I Paper: DSC** | |
| **Subject: Animation& Design** | | | | | | |
| **Course: DSC** | | **Course Title: Introduction to Animation (Theory)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Understand the Element and Principles of Animation * Understand the multimedia and its work in Animation * Develop different types of Animation * Develop competencies and skills needed for becoming an effective Animator | | | | | | |
| **Credits: 4** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | | **No. of Hours** |
| **Unit I** | **Animation:**  Most common uses of animation: Cartoons, simulations, scientific visualization, analysis, understanding, teaching. The Past: Cave Paintings, Egyptian murals, the magic lanterns, flipbooks, History of animation: Victorian Parlor toys, Techniques of animation, other animation styles, Analysing Animated Cartoons and their Evolution: History, Silent era, Feature films, commercial animation. | | | | | 15 |
| **Unit II** | **Editorial cartoons:**  History and origin,Computer animation: Its history and animation methods, Computer animation in Film and TV, Limited animation: History and techniques, Motion capture: Advantages and disadvantages, Introduction to Multimedia and Animation, Introduction to Computer graphics and animation | | | | | 15 |
| **Unit III** | **Different types of animation:**  2D animation, 3D animation, Stop Motion animation, sand animation, pixilation, paint on glass animation, clay animation, puppet animation, object animation, cut out animation, Time lapse animation, Kinaesthetic and collage. | | | | | 15 |
| **Unit IV** | **Studies on the films of:**  Walt Disney, MGM cartoon studios, Warner Bros Studios, Pixar Studio, Studio Ghibli | | | | | 15 |

### Recommended Readings

* *Dr. Jiang Tan, Aspects of animation, steps to learn animated cartoon, Serials Publications Pvt. Ltd, 2016*
* *Richard Williams, Animation Survival Kit revised edition, Faber; Main - Revised edition 2009*
* *Kit Laybourne and John Canemaker, The Animation book: A complete guide to animated film making, Three Rivers Press, 1998*
* *Charles Solomon, Enchanted Drawings: The history of animation,1994*
* *Bob Thomas, The Art of A3nimation,195*

**Suggested Continuous Evaluation Methods**:Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Semester-II

## Undergraduate Certificate in Animation and Design

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|  | **DISCIPLIN SPECIFIC COURSE (DSC)- DRAWING AND SKETCHING – II (PRACTICAL)** |

**No. of Hours- 120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **Drawing and Sketching - II** | **4** | **0** | **0** | **4** | **Passed Class**  **XII** | **Nil** |

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| **UNDERGRADUATE CERTIFICATE IN ANIMATION & DESIGN** | | | | | | |
| **Programme: *Undergraduate Certificate in Animation and Design*** | | | | **Year: I** | | **Semester: II Paper: DSC** |
| **Subject: Animation& Design** | | | | | | |
| **Course: DSC** | | **Drawing and Sketching – II (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Develop eye to hand coordination, development of vision and motor skills. * Improve observational skills through drawing and sketchbook practice. * Able to effectively describe figures, objects, and environment using line, value and pattern. * Understand how to render objects in light and shadow. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Color Theory**   * Color formation, * Color Spectrum * Visible light, Blacj & White, Value of a color | | | | 30 | |
| **Unit II** | **Advanced Types of Perspective**   * Linear perspective - One point * Two point | | | | 30 | |
| **Unit III** | **Study of Human Anatomy, Character Design**   * 8 head proportion * Blocking the body * Human Head | | | | 30 | |
| **Unit IV** | **Color Theory in Still life drawing**   * Object drawing in colour * Object composition in colour (10 works each) | | | | 30 | |

**Recommended Readings:**

# The Urban Sketching Handbook Understanding Perspective: Easy Techniques for Mastering Perspective Drawing, AuthorStephanie Bower, Publisher – Quarry Books

# Drawing: A Complete Guide (Art of Drawing), Author - [Giovanni Civardi](https://www.amazon.in/Giovanni-Civardi/e/B001ITYSNM/ref=dp_byline_cont_book_1) , Publisher – Search Press

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Semester-II**

## Undergraduate Certificate in Animation and Design

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|  | **DISCIPLIN SPECIFIC COURSE (DSC)- COMPUTER GRAPHICS – II (THEORY)** |

**No. of Hours- 30**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **Computer Graphics - II (Theory)** | **2** | **2** | **0** | **0** | **Passed Class**  **XII** | **Nil** |

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| **UNDERGRADUATE CERTIFICATE IN ANIMATION & DESIGN** | | | | | | |
| **Programme: *Undergraduate Certificate in Animation and Design*** | | | | **Year: I** | | **Semester: II Paper: DSC** |
| **Subject: Animation& Design** | | | | | | |
| **Course: DSC** | | **Computer Graphics – II (Theory)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Learn about Illustrator as design software. * Software interface, tools, vector graphics, Clipping, Masking and creating 3D object. * Able to produce logos, detailed illustrations, leaflets, web page designs and many more. | | | | | | |
| **Credits: 2** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to Adobe Illustrator**   * Overview of Adobe Illustrator interface * Understanding vector graphics * Tools and their functions: Selection tools, drawing tools, shape tools, pen tool, etc. * Working with artboards and layers * Creating and managing documents * Introduction to basic drawing techniques | | | | 6 | |
| **Unit II** | **Drawing and Editing**   * Advanced drawing techniques: Curvature tool, Width tool, Shape Builder tool * Editing paths and shapes: Anchor points, handles, pathfinder operations * Working with text: Type tool, formatting text, text on a path * Using the Appearance panel: Adding fills, strokes, effects * Transforming objects: Scaling, rotating, skewing, mirroring | | | | 6 | |
| **Unit III** | **Working with Color and Effects**   * Understanding color modes: RGB, CMYK, Pantone * Applying color: Swatches panel, gradients, patterns * Using the Color Picker and Eyedropper tools * Creating and editing brushes: Scatter brushes, art brushes, pattern brushes * Applying effects: Drop shadows, blurs, warp effects | | | | 12 | |
| **Unit IV** | **Advanced Techniques and Output**   * Working with symbols and libraries * Introduction to 3D effects * Using the Perspective Grid * Exporting and saving artwork: File formats, resolution settings * Printing considerations: Bleed, trim marks, color management * Tips for efficient workflow and time-saving techniques | | | | 6 | |

**Recommended Readings:**

# *The ultimate guide to Adobe Illustrator, Author–[MohandesKahraba](https://www.amazon.in/s/ref=dp_byline_sr_ebooks_1?ie=UTF8&field-author=mohandes+kahraba&text=mohandes+kahraba&sort=relevancerank&search-alias=digital-text), Publisher – Adobe*

# *Adobe Illustrator Classroom in a Book (2023 Release), Author -* [*Brian Wood*](https://www.amazon.com/Brian-Wood/e/B0774VZK4C/ref=dp_byline_cont_book_1)*, Publisher – Adobe Press*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Semester-II**

**Undergraduate Certificate in Animation and Design**

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|  | **DISCIPLIN SPECIFIC COURSE (DSC)- COMPUTER GRAPHICS – II (PRACTICAL)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **Computer Graphics - II (Practical)** | **2** | **0** | **0** | **2** | **Passed Class**  **XII** | **Nil** |

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| **UNDERGRADUATE CERTIFICATE IN ANIMATION & DESIGN** | | | | | | |
| **Programme: *Undergraduate Certificate in Animation and Design*** | | | | **Year: I** | | **Semester: II Paper: DSC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC** | | **Computer Graphics – II (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Learn about Illustrator as design software. * Software interface, tools, vector graphics, Clipping, Masking and creating 3D object. * Able to produce logos, detailed illustrations, leaflets, web page designs and many more. | | | | | | |
| **Credits: 2** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | Create Illustrator using basic shapes, shape composition | | | | 15 | |
| **Unit II** | Create product using pen tool, gradient & mesh tool, poster design | | | | 15 | |
| **Unit III** | Pattern, advertisement, branding | | | | 15 | |
| **Unit IV** | Vector art | | | | 15 | |

**Recommended Readings:**

# *The ultimate guide to Adobe Illustrator, Author–[MohandesKahraba](https://www.amazon.in/s/ref=dp_byline_sr_ebooks_1?ie=UTF8&field-author=mohandes+kahraba&text=mohandes+kahraba&sort=relevancerank&search-alias=digital-text), Publisher – Adobe*

# *Adobe Illustrator Classroom in a Book (2023 Release), Author -* [*Brian Wood*](https://www.amazon.com/Brian-Wood/e/B0774VZK4C/ref=dp_byline_cont_book_1)*, Publisher – Adobe Press*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Semester-II**

## Undergraduate Certificate in Animation and Design

|  |  |
| --- | --- |
|  | **SKILL ENHANCEMENT COURSE (SEC)- EXPERIMENTAL ANIMATION – II (PRACTICAL)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **SEC:**  **Experimental Animation – II (Practical)** | **2** | **0** | **0** | **2** | **Passed Class**  **XII** | **Nil** |

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| **UNDERGRADUATE CERTIFICATE IN ANIMATION & DESIGN** | | | | | | |
| **Programme: *Undergraduate Certificate in Animation and Design*** | | | | **Year: I** | | **Semester: II Paper: SEC** |
| **Subject: Animation& Design** | | | | | | |
| **Course: SEC** | | **Experimental Animation – II (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Create a Stop Motion or Claymation Video which includes - Compositions and its rules, * Develop Background and elements, Prop designing | | | | | | |
| **Credits: 2** | | | **Skill Enhancement Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to Stop Motion and Claymation**   * Overview of stop motion animation and its history * Introduction to Claymation * Basic principles of animation   Equipment and materials required for stop motion and Claymation | | | | 15 | |
| **Unit II** | **Pre-production Planning**   * Storytelling and scriptwriting for animation * Character design and development * Creating storyboards and animatics * Set design and construction | | | | 15 | |
| **Unit III** | **Production Techniques**   * Stop motion animation techniques * Understanding frame rates and timing * Clay sculpting and character rigging * Lighting techniques for stop motion and Claymation | | | | 15 | |
| **Unit IV** | **Post-production and Presentation**   * Editing software for stop motion animation * Adding visual effects and enhancing footage * Voiceover recording and dialogue editing * Music selection and soundtrack creation | | | | 15 | |

**Recommended Readings:**

* *Drawing Nature for the Absolute Beginner: A Clear & Easy Guide to Drawing Landscapes & Nature*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Semester-III

## Undergraduate Diploma in Animation and Design

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| --- | --- |
|  | **DISCIPLINE SPECIFIC COURSE (DSC)- PHOTOGRAPHY (THEORY)** |

**No. of Hours- 30**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **Photography (Theory)** | **2** | **2** | **0** | **0** | **Passed Certificate Course** | **Nil** |

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| **UNDERGRADUATE DIPLOMA IN ANIMATION AND DESIGN** | | | | | | |
| **Programme: *Undergraduate Diploma in Animation and Design*** | | | | **Year: II** | | **Semester: III Paper: DSC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC** | | **Photography (Theory)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Demonstrate an understanding of camera operations and basic photographic principles. * Apply basic and advanced lighting techniques in different photographic situations. * Analyze and critique photographic compositions. * Utilize post-processing tools to enhance their photographs. * Develop an understanding of specialized areas of photography such as portrait photography, landscape photography, and night photography. * Create a portfolio of high-quality photographs that demonstrate their understanding of the course material. | | | | | | |
| **Credits: 2** | | | **Skill Enhancement Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | Introduction to Photography   * The history and evolution of photography * The basic elements of a photograph   The exposure triangle: aperture, shutter speed, and ISO | | | | 5 | |
| **Unit II** | Camera Operations   * Camera types and features * Camera modes: auto, manual, aperture priority, shutter priority * Focusing techniques | | | | 5 | |
| **Unit III** | Lighting Techniques   * Types of lighting: natural, artificial * Controlling light: exposure compensation, white balance, flash * Light sources: direct, diffused, reflected | | | | 10 | |
| **Unit IV** | Composition   * The rule of thirds * Leading lines * Symmetry and asymmetry * Framing Post Processing * Introduction to post-processing tools * Basic adjustments: exposure, contrast, saturation * Advanced adjustments: selective adjustments, noise reduction, sharpening   Portrait Photography   * The fundamentals of portrait photography * Posing and directing subjects * Lighting techniques for portraits | | | | 10 | |

**Recommended Readings:**

# *Mastering Aperture, Shutter Speed, ISO and Exposure, (Author)*[*Al Judge*](https://www.amazon.in/Al-Judge/e/B001JS8YA0/ref=dp_byline_cont_ebooks_1)

# *The Photographer's Eye" by Michael Freeman*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Semester-III

## Undergraduate Diploma in Animation and Design

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| --- | --- |
|  | **DISCIPLINE SPECIFIC COURSE (DSC)- PHOTOGRAPHY (PRACTICAL)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **Photography (Practical)** | **2** | **0** | **0** | **2** | **Passed Certificate Course** | **Nil** |

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| **UNDERGRADUATE DIPLOMA IN ANIMATION AND DESIGN** | | | | | | |
| **Programme: *Undergraduate Diploma in Animation and Design*** | | | | **Year: II** | | **Semester: III Paper: DSC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC** | | **Photography (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Demonstrate an understanding of camera operations and basic photographic principles. * Apply basic and advanced lighting techniques in different photographic situations. * Analyze and critique photographic compositions. * Utilize post-processing tools to enhance their photographs. * Develop an understanding of specialized areas of photography such as portrait photography, landscape photography, and night photography. * Create a portfolio of high-quality photographs that demonstrate their understanding of the course material. | | | | | | |
| **Credits: 2** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | Portrait Photography (min 5) | | | | 15 | |
| **Unit II** | Landscape photography (min 5) | | | | 15 | |
| **Unit III** | Product Photography & cinematics (min 10) | | | | 15 | |
| **Unit IV** | Subject Photography (min 5) | | | | 15 | |

**Recommended Readings:**

# *Mastering Aperture, Shutter Speed, ISO and Exposure, (Author)*[*Al Judge*](https://www.amazon.in/Al-Judge/e/B001JS8YA0/ref=dp_byline_cont_ebooks_1)

# *The Photographer's Eye" by Michael Freeman*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Semester-III**

**Undergraduate Diploma in Animation and Design**

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|  | **DISCIPLINE SPECIFIC COURSE (DSC)- CHARACTER DESIGN (PRACTICAL)** |

**No. of Hours- 120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **Character Design (Practical)** | **4** | **0** | **0** | **4** | **Passed Certificate Course** | **Nil** |

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| **UNDERGRADUATE DIPLOMA IN ANIMATION AND DESIGN** | | | | | | |
| **Programme: *Undergraduate Diploma in Animation and Design*** | | | | **Year: II** | | **Semester: III Paper: DSC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC** | | **Character Design (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Create a portfolio of drawn and painted character art in multiple styles and take their strongest designs from 2D to 3D Digital Models and Clay. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to Character Design**   * Understanding the role and importance of character design in various media (animation, games, illustration, etc.). * Exploring the elements of character design: silhouette, shape language, proportions, expressions, and gestures. * Analyzing iconic characters from different mediums and identifying their design principles. * Sketching exercises focusing on basic shapes and form exploration. | | | | 30 | |
| **Unit II** | **Character Development**   * Developing a character's backstory, personality traits, and motivations. * Techniques for brainstorming and generating character ideas. * Incorporating symbolism and visual metaphors into character design. * Creating character turnarounds and model sheets to ensure consistency. * Critique sessions for peer feedback and refinement of character concepts. | | | | 30 | |
| **Unit III** | Visual Communication and Expression   * Understanding the importance of body language, facial expressions, and posing in conveying character emotions. * Exploring different styles of character expression (cartoony, realistic, exaggerated, etc.). * Experimenting with color theory and palette selection to enhance character personality. * Incorporating props and accessories to further develop character identity. | | | | 30 | |
| **Unit IV** | **Advanced Techniques and Portfolio Development**   * Introduction to digital tools and software for character design (Photoshop, Illustrator, etc.). * Exploring advanced rendering techniques such as lighting, shading, and texture. * Integrating characters into scenes and environments for storytelling purposes. * Strategies for building a cohesive character design portfolio. | | | | 30 | |

**Recommended Readings:**

* *Character Desing from the Ground Up by Kevin Crossley*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Semester-III

## Undergraduate Diploma in Animation and Design

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|  | **DISCIPLINE SPECIFIC COURSE (DSC)- 2D ANIMATION TECHNIQUES (THEORY)** |

**No. of Hours- 30**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **2D Animation Techniques (Theory)** | **2** | **2** | **0** | **0** | **Passed Certificate Course** | **Nil** |

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| **UNDERGRADUATE DIPLOMA IN ANIMATION AND DESIGN** | | | | | | |
| **Programme: *Undergraduate Diploma in Animation and Design*** | | | | **Year: II** | | **Semester: III Paper: DSC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC** | | **2D Animation Techniques (Theory)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * In this course the student will advance his/her technique and follow through the course on a digital platform using 2D software. * Student will learn about 2D animation as the art of creating movement in a two-dimensional space. * This includes characters, creatures, FX, and backgrounds. * The illusion of movement is created when individual drawings are sequenced together over time. One second of time is usually divided into 24 frames. | | | | | | |
| **Credits: 2** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to 2D Animation**   * Animation Concepts * Traditional Animation * Computer Based Animation | | | | 8 | |
| **Unit II** | **Overview of Animate**   * Animate Interface * Stage Setting * Frame Rate * Layers * Timeline * Properties * Flash Tools | | | | 10 | |
| **Unit III** | **Drawing in Animate & Symbol**   * Drawing Modes * Drawing Techniques * Text and Colors * Graphic Symbol * Button Symbol * Movie clip symbol | | | | 10 | |
| **Unit IV** | **Animation & Tweens**   * Frame and Key frame * Motion Guide * Key frame animation * Masking * Motion Tween * Classic Tween * shape Tween | | | | 12 | |

**Recommended Readings:**

# *Animation Unleashed: 100 Principles Every Animator, Comic Book Writer, Filmmaker, Video Artist 2008, Author -*[*Bryce Hallett*](https://www.amazon.in/s/ref=dp_byline_sr_book_1?ie=UTF8&field-author=Bryce+Hallett&search-alias=stripbooks)*, Publisher – Michael Wiese Productions*

# *The Animator's Survival Kit: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators, Author -*[*Richard Williams*](https://www.amazon.com/Richard-Williams/e/B001H6GEXI/ref=dp_byline_cont_book_1)*, Publisher – Farrar, Straus and Giroux*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:**

* [*www.evl.uic.edu/datsoupi/251/docs/12AnimationPrinciples.pdf*](http://www.evl.uic.edu/datsoupi/251/docs/12AnimationPrinciples.pdf)
* [*www.pdfdrive.com/the-animators-survival-kit-expanded-edition-a-manual-of-methods-principles-and-formulas-for-classical-computer-games-stop-motion-and-internet-animators-e156654527.html*](http://www.pdfdrive.com/the-animators-survival-kit-expanded-edition-a-manual-of-methods-principles-and-formulas-for-classical-computer-games-stop-motion-and-internet-animators-e156654527.html)

**Semester-III**

**Undergraduate Diploma in Animation and Design**

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|  | **DISCIPLINE SPECIFIC COURSE (DSC)- 2D ANIMATION TECHNIQUES (PRACTICAL)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **2D Animation Techniques (Practical)** | **2** | **0** | **0** | **2** | **Passed Certificate Course** | **Nil** |

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| **UNDERGRADUATE DIPLOMA IN ANIMATION AND DESIGN** | | | | | | |
| **Programme: *Undergraduate Diploma in Animation and Design*** | | | | **Year: II** | | **Semester: III Paper: DSC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC** | | **2D Animation Techniques (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * In this course the student will advance his/her technique and follow through the course on a digital platform using 2D software. * Student will learn about 2D animation as the art of creating movement in a two-dimensional space. * This includes characters, creatures, FX, and backgrounds. * The illusion of movement is created when individual drawings are sequenced together over time. One second of time is usually divided into 24 frames. | | | | | | |
| **Credits: 2** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | Bouncing Ball Animation | | | | 15 | |
| **Unit II** | Product Animation (Advertisement) | | | | 15 | |
| **Unit III** | Character Animation | | | | 15 | |
| **Unit IV** | Environment Design & Animation | | | | 15 | |

**Recommended Readings:**

# *Animation Unleashed: 100 Principles Every Animator, Comic Book Writer, Filmmaker, Video Artist 2008, Author -*[*Bryce Hallett*](https://www.amazon.in/s/ref=dp_byline_sr_book_1?ie=UTF8&field-author=Bryce+Hallett&search-alias=stripbooks)*, Publisher – Michael Wiese Productions*

# *The Animator's Survival Kit: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators, Author -*[*Richard Williams*](https://www.amazon.com/Richard-Williams/e/B001H6GEXI/ref=dp_byline_cont_book_1)*, Publisher – Farrar, Straus and Giroux*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:**

* [*www.evl.uic.edu/datsoupi/251/docs/12AnimationPrinciples.pdf*](http://www.evl.uic.edu/datsoupi/251/docs/12AnimationPrinciples.pdf)
* [*www.pdfdrive.com/the-animators-survival-kit-expanded-edition-a-manual-of-methods-principles-and-formulas-for-classical-computer-games-stop-motion-and-internet-animators-e156654527.html*](http://www.pdfdrive.com/the-animators-survival-kit-expanded-edition-a-manual-of-methods-principles-and-formulas-for-classical-computer-games-stop-motion-and-internet-animators-e156654527.html)

# Semester-III

## Undergraduate Diploma in Animation and Design

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|  | **DISCIPLINE SPECIFIC COURSE / GENERIC ELECTIVE (DSC/GE)- 3D MODELING TECHNIQUES (PRACTICAL)** |

**No. of Hours- 120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC / GE:**  **3D Modeling Techniques (Practical)** | **4** | **0** | **0** | **4** | **Passed Certificate Course** | **Nil** |

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| **UNDERGRADUATE DIPLOMA IN ANIMATION AND DESIGN** | | | | | | |
| **Programme: *Undergraduate Diploma in Animation and Design*** | | | | **Year: II** | **Semester: III Paper: DSC / GE** | |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC / GE** | | **3D Modeling Techniques (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Demonstrations, hands-on exercises, and projects to reinforce learning objectives. * Assessment methods may include quizzes, assignments, and a final project where students demonstrate their understanding of 3D modeling principles using 3ds Max. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Course / Generic Elective** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | | **No. of Hours** |
| **Unit I** | **Introduction to 3D Modeling and 3ds Max**   * Overview of 3D modeling concepts and applications * Introduction to 3ds Max interface and navigation * Basic modeling tools and techniques (e.g., primitives, modifiers, transforms) * Hands-on exercises to create simple geometric shapes and objects | | | | | 30 |
| **Unit II** | **Intermediate Modeling Techniques**   * Advanced modeling tools and modifiers (e.g., extrude, bevel, Boolean operations) * Introduction to spline modeling and lofting * Creating organic shapes using sculpting tools and techniques * Texture mapping and UV unwrapping basics * Hands-on exercises to model complex objects such as furniture, vehicles, or characters | | | | | 30 |
| **Unit III** | **Advanced Modeling and Animation**   * Advanced modeling techniques for architectural visualization (e.g., boolean operations, chamfering) * Introduction to character modeling and rigging * Basic animation principles and keyframing * Creating simple animations (e.g., object animation, character walk cycle) * Hands-on exercises to model and animate a simple scene | | | | | 30 |
| **Unit IV** | **Lighting, Rendering, and Scene Composition**   * Introduction to lighting types and setups (e.g., standard, photometric, HDR) * Applying materials and textures for realistic rendering * Rendering settings and output options * Scene composition and camera techniques * Hands-on exercises to create a well-lit, textured, and rendered scene | | | | | 30 |

**Recommended Readings:**

* *Mastering Autodesk 3ds Max 2013 by Jeffrey M. Harper*
* *3ds Max Speed Modeling for 3D Artists by Mooney*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:**

* [*www.pdfdrive.com/3ds-max-speed-modeling-for-3d-artists*](http://www.pdfdrive.com/3ds-max-speed-modeling-for-3d-artists)

# Semester-III

## Undergraduate Diploma in Animation and Design

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|  | **DISCIPLINE SPECIFIC COURSE / GENERIC ELECTIVE (DSC/GE)- DESIGN THINKING (THEORY)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC / GE:**  **Design Thinking (Theory)** | **4** | **4** | **0** | **0** | **Passed Certificate Course** | **Nil** |

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| **UNDERGRADUATE DIPLOMA IN ANIMATION AND DESIGN** | | | | | | |
| **Programme: *Undergraduate Diploma in Animation and Design*** | | | | **Year: II** | **Semester: III Paper: DSC / GE** | |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC / GE** | | **Design Thinking (Theory)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * By the end of the course, students will have developed a deep understanding of design thinking principles and methodologies. * Students will demonstrate proficiency in applying design thinking to solve complex problems and challenges. * Students will be able to effectively empathize with users, define problem statements, generate creative ideas, prototype solutions, test and iterate designs based on user feedback, and communicate their design process and solutions. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Course / Generic Elective** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | | **No. of Hours** |
| **Unit I** | **Introduction to Design Thinking**   * Understanding the principles and history of design thinking. * Exploring the mindset and characteristics of a design thinker. * Introduction to the design thinking process: Empathize, Define, Ideate, Prototype, Test. * Case studies and examples of successful design thinking applications. | | | | | 15 |
| **Unit II** | **Empathize and Define**   * Techniques for empathizing with users and understanding their needs, desires, and challenges. * Methods for defining the problem statement based on user insights and constraints. * Tools and strategies for conducting user research, interviews, and observations. * Synthesizing research findings to identify patterns and insights. | | | | | 15 |
| **Unit III** | **Ideate and Prototype**   * Generating a wide range of creative ideas through brainstorming and other ideation techniques. * Techniques for prioritizing and selecting ideas for further development. * Developing low-fidelity prototypes to quickly test and iterate ideas. * Tools and methods for prototyping, including sketching, storyboarding, and rapid prototyping. | | | | | 15 |
| **Unit IV** | **Test and Iterate**   * Conducting usability testing and gathering feedback from users on prototypes. * Analyzing feedback and refining prototypes based on user insights. * Strategies for iterating and refining designs based on testing results. * Communicating design iterations and rationale effectively. | | | | | 15 |

**Recommended Readings:**

* *"Design Thinking: Understanding How Designers Think and Work" by Nigel Cross.*
* *"Change by Design: How Design Thinking Transforms Organizations and Inspires Innovation" by Tim Brown.*
* *"The Design of Everyday Things" by Don Norman.*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Semester-III

## Undergraduate Diploma in Animation and Design

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|  | **SKILL ENHANCEMENT COURSE (SEC)- UI/UX DESIGNING (PRACTICAL)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **SEC:**  **UI/UX Designing (Practical**) | **2** | **0** | **0** | **2** | **Passed Certificate Course** | **Nil** |

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| **UNDERGRADUATE DIPLOMA IN ANIMATION AND DESIGN** | | | | | | |
| **Programme: *Undergraduate Diploma in Animation and Design*** | | | | **Year: II** | | **Semester: III Paper: SEC** |
| **Subject: Animation& Design** | | | | | | |
| **Course: SEC** | | **UI/UX Designing (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Understand the principles and importance of UI/UX design in software development and product design. * Conduct user research using various methodologies and analyze research data to inform design decisions. * Apply fundamental UI design principles to create visually appealing and user-friendly interfaces. * Use prototyping tools to create interactive prototypes and conduct usability tests. * Evaluate and iterate on UI/UX designs based on user feedback and usability testing results. * Develop a portfolio showcasing their understanding and application of UI/UX design principles through real-world projects and case studies., test and iterate designs based on user feedback, and communicate their design process and solutions. | | | | | | |
| **Credits: 2** | | | **Skill Enhancement Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to UI/UX Design**   * Understanding User Interface (UI) and User Experience (UX) * Importance of UI/UX in software development and product design * Historical overview and evolution of UI/UX design * Principles of good UI/UX design: usability, consistency, accessibility, and aesthetics * Case studies of successful UI/UX designs | | | | 6 | |
| **Unit II** | **User Research and Analysis**   * Introduction to user research methodologies (surveys, interviews, observations, etc.) * Creating user personas and scenarios * Conducting usability tests and gathering feedback * Analyzing and interpreting user research data * Introduction to information architecture and content strategy | | | | 6 | |
| **Unit III** | **UI Design Principles and Prototyping**   * Fundamentals of UI design: visual hierarchy, layout, typography, color theory * UI design tools and software (e.g., Sketch, Adobe XD, Figma) * Wireframing and prototyping techniques * Responsive design principles * Interaction design basics: affordances, signifiers, feedback | | | | 6 | |
| **Unit IV** | **UX Design Process and Evaluation**   * Adobe XD * Understanding the UX design process: research, design, prototype, test * Interaction design principles: navigation, information architecture, and micro-interactions * Accessibility and inclusive design considerations | | | | 12 | |

**Recommended Readings:**

* *"The Elements of User Experience" by Jesse James Garrett*
* *"Lean UX: Designing Great Products with Agile Teams" by Jeff Gothelf and Josh Seiden*
* *"Quantifying the User Experience" by Jeff Sauro and James R. Lewis*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:**

* [*www.pdfdrive.com/ux-fundamentals-for-non-ux-professionals-user-experience-principles-for-managers-writers-designers-and-developers*](http://www.pdfdrive.com/ux-fundamentals-for-non-ux-professionals-user-experience-principles-for-managers-writers-designers-and-developers)

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# Semester-IV

## Undergraduate Diploma in Animation and Design

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|  | **DISCIPLINE SPECIFIC COURSE (DSC) - DIGITAL VIDEO EDITING (THEORY)** |

**No. of Hours- 30**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THECOURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **Digital Video editing (Theory**) | **2** | **2** | **0** | **0** | **Passed Certificate Course** | **Nil** |

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| **UNDERGRADUATE DIPLOMA IN ANIMATION AND DESIGN** | | | | | | |
| **Programme: *Undergraduate Diploma in Animation and Design*** | | | | **Year: II** | | **Semester: IV Paper: DSC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC** | | **Digital Video Editing (Theory)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Students will gain proficiency in digital video editing using Adobe Premiere Pro software. * Able to apply fundamental editing techniques, manipulate video and audio elements effectively. * Able to produce polished video projects suitable for various platforms. | | | | | | |
| **Credits: 2** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to Adobe Premiere Pro**   * Overview of Adobe Premiere Pro interface * Importing and organizing media assets * Basic editing techniques: cutting, trimming, and arranging clips * Introduction to transitions and effects * Exporting projects for various platforms | | | | 10 | |
| **Unit II** | **Advanced Editing Techniques**   * Working with multiple video and audio tracks * Utilizing advanced editing tools: ripple edit, roll edit, slip edit, and slide edit * Applying keyframes for animation and effects * Color correction and grading * Audio editing and mixing techniques | | | | 8 | |
| **Unit III** | **Motion Graphics and Effects**   * Introduction to motion graphics and titles * Working with text layers and presets * Incorporating graphics and logos into video projects * Using effects and presets to enhance visual appeal * Introduction to compositing techniques | | | | 10 | |
| **Unit IV** | **Project Development and Finalization**   * Planning and organizing a video project * Collaboration and workflow management in Premiere Pro * Integrating external assets: audio, images, and graphics * Review and feedback processes * Finalizing projects: adding finishing touches, exporting in various formats, and sharing online | | | | 12 | |

**Recommended Readings:**

* *"Adobe Premiere Pro Classroom in a Book" by Maxim Jago*
* *"The Cool Stuff in Premiere Pro: Learn advanced editing techniques to dramatically speed up your workflow" by Jarle Leirpoll*
* *"Edit Better: Hollywood-Tested Strategies for Powerful Video Editing" by Jeff Bartsch*
* *"The Filmmaker's Handbook: A Comprehensive Guide for the Digital Age" by Steven Ascher and Edward Pincus*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:**

* [*https://helpx.adobe.com/premiere-pro/user-guide.html*](https://helpx.adobe.com/premiere-pro/user-guide.html)

# Semester-IV

## Undergraduate Diploma in Animation and Design

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| --- | --- |
|  | **DISCIPLINE SPECIFIC COURSE (DSC) - DIGITAL VIDEO EDITING (PRACTICAL)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THECOURSE

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **Digital Video editing (Practical**) | **2** | **0** | **0** | **2** | **Passed Certificate Course** | **Nil** |

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| **UNDERGRADUATE DIPLOMA IN ANIMATION AND DESIGN** | | | | | | |
| **Programme: *Undergraduate Diploma in Animation and Design*** | | | | **Year: II** | | **Semester: IV Paper: DSC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC** | | **Digital Video Editing (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Students will gain proficiency in digital video editing using Adobe Premiere Pro software. * Able to apply fundamental editing techniques, manipulate video and audio elements effectively. * Able to produce polished video projects suitable for various platforms. | | | | | | |
| **Credits: 2** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | Video editing – create trailer of 2 min | | | | 15 | |
| **Unit II** | Edit video according to the sound | | | | 15 | |
| **Unit III** | Create motion graphics typography | | | | 15 | |
| **Unit IV** | Apply transition in-between videos | | | | 15 | |

**Recommended Readings:**

* "Adobe Premiere Pro Classroom in a Book" by Maxim Jago
* "The Cool Stuff in Premiere Pro: Learn advanced editing techniques to dramatically speed up your workflow" by Jarle Leirpoll
* "Edit Better: Hollywood-Tested Strategies for Powerful Video Editing" by Jeff Bartsch
* "The Filmmaker's Handbook: A Comprehensive Guide for the Digital Age" by Steven Ascher and Edward Pincus

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:** <https://helpx.adobe.com/premiere-pro/user-guide.html>

# Semester-IV

## Undergraduate Diploma in Animation and Design

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|  | **DISCIPLINE SPECIFIC COURSE (DSC) – CONCEPT ART (PRACTICAL)** |

**No. of Hours-120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THECOURSE

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **Concept Art (Practical**) | **4** | **0** | **0** | **4** | **Passed Certificate Course** | **Nil** |

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| **UNDERGRADUATE DIPLOMA IN ANIMATION AND DESIGN** | | | | | | |
| **Programme: *Undergraduate Diploma in Animation and Design*** | | | | **Year: II** | | **Semester: IV Paper: DSC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC** | | **Concept Art (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Create a portfolio of drawn and painted Conceptual art from imagination. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to Concept Art in Game Design**   * Overview of concept art: definition, purpose, and importance in game development. * Historical context: evolution of concept art in the gaming industry. * Roles and responsibilities of concept artists in game development teams. | | | | 30 | |
| **Unit II** | **Fundamentals of Concept Art**   * Principles of design: composition, color theory, lighting, perspective, and anatomy. * Introduction to digital art tools and software commonly used in concept art creation (e.g., Adobe Photoshop, Procreate). * Sketching techniques and thumbnailing for ideation and concept exploration. | | | | 30 | |
| **Unit III** | **Character and Creature Design**   * Anatomy and proportion fundamentals for character and creature design. * Developing character backstories and personalities to inform design choices. * Iterative design processes: sketching, refining, and finalizing character concepts. | | | | 30 | |
| **Unit IV** | **Environment and Prop Design**   * Principles of environmental design: establishing mood, atmosphere, and storytelling through environments. * Conceptualizing and designing architectural structures, landscapes, and natural settings. * Prop design: creating objects, weapons, vehicles, and other interactive elements. | | | | 30 | |

**Recommended Readings:**

* *""Imaginative Realism: How to Paint What Doesn't Exist" by James Gurney*
* *"The Art of Pixar: The Complete Color Scripts and Select Art from 25 Years of Animation" by Amid Amidi*
* *"The Art of Moana" by Jessica Julius and Maggie Malone*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:**

* [*www.pdfdrive.com/drawing-basics-and-video-game-art-classic-to-cutting-edge-art-techniques-for-winning-video-game-design*](http://www.pdfdrive.com/drawing-basics-and-video-game-art-classic-to-cutting-edge-art-techniques-for-winning-video-game-design)

# Semester-IV

## Undergraduate Diploma in Animation and Design

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| --- | --- |
|  | **DISCIPLINE SPECIFIC COURSE (DSC)- FUNDAMENTAL OF 3D ANIMATION, PARTICLE, SIMULATION (THEORY)** |

**No. of Hours- 30**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **Fundamental of 3D Animation, Particle, Simulation (Theory**) | **2** | **2** | **0** | **0** | **Passed Certificate Course** | **Nil** |

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| **UNDERGRADUATE DIPLOMA IN ANIMATION AND DESIGN** | | | | | | |
| **Programme: *Undergraduate Diploma in Animation and Design*** | | | | **Year: II** | | **Semester: IV**  **Paper: DSC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC** | | **Fundamental of 3D Animation, Particle, Simulation (Theory)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Understand the basic principles of 3D animation and its applications. * Create and manipulate 3D models using Autodesk 3ds Max software. * Apply particle effects to simulate natural phenomena and dynamic environments. * Perform simulations for various scenarios, such as fluid dynamics and rigid body physics. * Produce high-quality animations integrating 3D models, particle effects, and simulations | | | | | | |
| **Credits: 2** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to 3D Animation and 3ds Max**   * Overview of 3D animation principles * Introduction to Autodesk 3ds Max interface and workflow * Basic modeling techniques: primitive objects, modifiers, and editing tools * Understanding key frame animation and timeline manipulation | | | | 15 | |
| **Unit II** | **Particle Effects in 3ds Max**   * Introduction to particle systems * Understanding particle properties: birth, motion, shape, and collision * Creating particle effects for natural phenomena (fire, smoke, water) * Particle animation and behavior controls | | | | 15 | |
| **Unit III** | **Simulation Techniques in 3ds Max**   * Overview of simulation types: rigid body dynamics, soft body dynamics, and fluid dynamics * Introduction to MassFX physics engine in 3ds Max * Setting up simulations for different scenarios (e.g., falling objects, cloth simulation, liquid simulation) | | | | 15 | |
| **Unit IV** | **Advanced Techniques and Integration**   * Advanced animation techniques: character rigging, skinning, and animation controllers * Integrating particle effects and simulations into animation projects * Rendering and post-production techniques for polished final output | | | | 15 | |

**Recommended Readings:**

* *3ds Max 2020 Essentials" by Dariush Derakhshani*
* *"Mastering Autodesk 3ds Max 2020" by Kelly L. Murdock*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:**[*www.pdfdrive.com/3d-max-autodesk*](http://www.pdfdrive.com/3d-max-autodesk)

# Semester-IV

## Undergraduate Diploma in Animation and Design

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|  | **DISCIPLINE SPECIFIC COURSE (DSC)- FUNDAMENTAL OF 3D ANIMATION, PARTICLE, SIMULATION (PRACTICAL)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **Fundamental of 3D Animation, Particle, Simulation (Practical**) | **2** | **0** | **0** | **2** | **Passed Certificate Course** | **Nil** |

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| **UNDERGRADUATE DIPLOMA IN ANIMATION AND DESIGN** | | | | | | |
| **Programme: *Undergraduate Diploma in Animation and Design*** | | | | **Year: II** | | **Semester: IV**  **Paper: DSC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC** | | **Fundamental of 3D Animation, Particle, Simulation (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Understand the basic principles of 3D animation and its applications. * Create and manipulate 3D models using Autodesk 3ds Max software. * Apply particle effects to simulate natural phenomena and dynamic environments. * Perform simulations for various scenarios, such as fluid dynamics and rigid body physics. * Produce high-quality animations integrating 3D models, particle effects, and simulations | | | | | | |
| **Credits: 2** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | * Create a simple animation sequence using key frame animation | | | | 15 | |
| **Unit II** | * Develop a particle-based animation project demonstrating various effects | | | | 15 | |
| **Unit III** | * Create a simulation-based animation showcasing a dynamic scenario (e.g., collapsing building, cloth interacting with wind) | | | | 15 | |
| **Unit IV** | * Assignment: Final project integrating 3D animation, particle effects, and simulations with a focus on creativity and technical proficiency | | | | 15 | |

**Recommended Readings:**

* *3ds Max 2020 Essentials" by Dariush Derakhshani*
* *"Mastering Autodesk 3ds Max 2020" by Kelly L. Murdock*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:** [*www.pdfdrive.com/3d-max-autodesk*](http://www.pdfdrive.com/3d-max-autodesk)

# Semester-IV

## Undergraduate Diploma in Animation and Design

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|  | **DISCIPLINE SPECIFIC COURSE / GENERIC ELECTIVE (DSC /GE)- FUNDAMENTAL OF FILM MAKING (THEORY)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC / GE:**  **Fundamental of Film Making (Theory**) | **4** | **4** | **0** | **0** | **Passed Certificate Course** | **Nil** |

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| **UNDERGRADUATE DIPLOMA IN ANIMATION AND DESIGN** | | | | | | |
| **Programme: *Undergraduate Diploma in Animation and Design*** | | | | **Year: II** | | **Semester: IV**  **Paper: DSC / GE** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC /GE** | | **Fundamental of Film Making (Theory)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Understand the fundamental concepts and principles of filmmaking. * Demonstrate basic skills in scriptwriting, cinematography, directing, editing, and sound design. * Analyze and critique films using terminology and concepts learned in the course. * Apply theoretical knowledge to practical filmmaking projects. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to Filmmaking**   * Overview of the filmmaking process * History of cinema * Roles and responsibilities of key personnel in filmmaking * Introduction to film theory and terminology | | | | 15 | |
| **Unit II** | **Scriptwriting**   * The structure of a screenplay * Character development * Dialogue and narrative * Writing exercises and workshops | | | | 15 | |
| **Unit III** | **Cinematography and Directing**   * Principles of visual storytelling * Camera techniques and shot composition * Lighting and color theory * Basics of directing actors | | | | 15 | |
| **Unit IV** | **Editing and Sound Design**   * Principles of film editing * Introduction to non-linear editing software * Sound recording and editing * Sound effects and music in filmmaking | | | | 15 | |

**Recommended Readings:**

* *"In the Blink of an Eye: A Perspective on Film Editing" by Walter Murch*
* *"Film Directing Shot by Shot: Visualizing from Concept to Screen" by Steven D. Katz*
* *"The Filmmaker's Handbook: A Comprehensive Guide for the Digital Age" by Steven Ascher and Edward Pincus*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:** [*www.pdfdrive.com/basics-film-making-the-language-of-film*](http://www.pdfdrive.com/basics-film-making-the-language-of-film)

# Semester-IV

## Undergraduate Diploma in Animation and Design

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|  | **DISCIPLINE SPECIFIC COURSE / GENERIC ELECTIVE (DSC /GE)- ADVANCED UX/UI DESIGNING (PRACICAL)** |

**No. of Hours-120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC / GE:**  **Advanced UX/UI Designing (Practical)** | **4** | **0** | **0** | **4** | **Passed Certificate Course** | **Nil** |

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| **UNDERGRADUATE DIPLOMA IN ANIMATION AND DESIGN** | | | | | | |
| **Programme: *Undergraduate Diploma in Animation and Design*** | | | | **Year: II** | | **Semester: IV**  **Paper: DSC / GE** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC /GE** | | **Advanced UX/UI Designing(Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Demonstrate advanced proficiency in Adobe XD and After Effects for UX/UI design. * Apply design principles and user-centered design methodologies to create compelling user interfaces. * Develop interactive prototypes with complex interactions and animations. * Critically evaluate and iterate on design solutions based on user feedback and usability testing. * Communicate design concepts effectively through presentations and documentation. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Course / Generic Elective** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Advanced Adobe XD Techniques**   * Advanced prototyping techniques in Adobe XD * Component states and interactions * Responsive design principles * Collaboration and version control in Adobe XD | | | | 30 | |
| **Unit II** | **Advanced UI Design Principles**   * Advanced typography and color theory * Micro interactions and feedback mechanisms * Accessibility considerations in UI design * Data visualization and dashboard design | | | | 30 | |
| **Unit III** | **Motion Design with After Effects**   * Introduction to motion design principles * Key frame animation techniques * Expressions and scripting for advanced animations * Creating animated transitions and effects | | | | 30 | |
| **Unit IV** | **Advanced UX/UI Projects**   * Real-world UX/UI design challenges * Iterative design process from concept to prototype * Usability testing and feedback integration * Final project presentation and portfolio development | | | | 30 | |

**Recommended Readings:**

* *"Designing Interfaces: Patterns for Effective Interaction Design" by Jenifer Tidwell*
* *"The Elements of User Experience: User-Centered Design for the Web and Beyond" by Jesse James Garrett*
* *"The Principles of Beautiful Web Design" by Jason Beaird*
* *"After Effects Apprentice" by Chris and Trish Meyer*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:** [*www.pdfdrive.com/jump-start-adobe-xd*](http://www.pdfdrive.com/jump-start-adobe-xd)

# Semester-IV

## Undergraduate Diploma in Animation and Design

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|  | **SKILL ENHANCEMENT COURSE (SEC)- DIGITAL MARKETING (PRACTICAL)** |

**No. of Hours- 30**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **SEC: Digital Marketing (Practical)** | **2** | **2** | **0** | **0** | **Passed Certificate Course** | **Nil** |

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| **UNDERGRADUATE DIPLOMA IN ANIMATION AND DESIGN** | | | | | | |
| **Programme: *Undergraduate Diploma in Animation and Design*** | | | | **Year: II** | | **Semester: IV**  **Paper: SEC** |
| **Subject: Animation& Design** | | | | | | |
| **Course: SEC** | | **Digital Marketing (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Understand the principles and techniques of digital marketing. * Develop effective digital marketing strategies for different business objectives. * Implement various digital marketing tactics, including SEO, social media, and email marketing. * Analyse digital marketing metrics to evaluate campaign performance and optimize strategies. | | | | | | |
| **Credits: 2** | | | **Skill Enhancement Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to Digital Marketing**   * Overview of Digital Marketing Landscape * Understanding Consumer Behaviour Online * Digital Marketing Channels and Platforms * Ethical and Legal Considerations in Digital Marketing | | | | 10 | |
| **Unit II** | **Search Engine Optimization (SEO)**   * Fundamentals of SEO: On-page and Off-page Optimization * Keyword Research and Analysis * SEO Copywriting and Content Optimization * Technical SEO: Site Structure and Performance | | | | 10 | |
| **Unit III** | **Social Media Marketing**   * Social Media Platforms and Audience Targeting * Content Strategy and Creation for Social Media * Social Media Advertising and Campaign Management * Community Management and Engagement | | | | 12 | |
| **Unit IV** | **Email Marketing and Digital Analytics**   * Email Marketing Strategy and Best Practices * Email Campaign Planning and Execution * Automation and Personalization in Email Marketing * Introduction to Digital Analytics Tools | | | | 8 | |

**Recommended Readings:**

* *"Digital Marketing: Strategy, Implementation and Practice" by Dave Chaffey, Fiona Ellis-Chadwick*
* *"SEO 2022: Learn Search Engine Optimization with Smart Internet Marketing Strategies" by Adam Clarke*
* *"Social Media Marketing Workbook: How to Use Social Media for Business" by Jason McDonald*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:** [*www.pdfdrive.com/understanding-digital-marketing-marketing-strategies-for-engaging-the-digital-generation*](http://www.pdfdrive.com/understanding-digital-marketing-marketing-strategies-for-engaging-the-digital-generation)

# Semester-V

## Bachelor of Animation & Design

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|  | **DISCIPLINE SPECIFIC COURSE (DSC)- GAME DESIGN - I (THEORY)** |

**No. of Hours-30**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **Game Design– I (Theory)** | **2** | **2** | **0** | **0** | **Passed Diploma Course** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN** | | | | | | |
| **Programme: *Bachelor of Animation & Design*** | | | | **Year: III** | | **Semester: V Paper: DSC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC** | | **Game Design - I (Theory)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Knowledge and skills to effectively navigate the pre-production phase of game development. * Able to generate, refine, and prototype game ideas, create comprehensive documentation, and develop project plans to guide game development processes. | | | | | | |
| **Credits: 2** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to Game Design Pre-Production**   * Overview of the game development process * Importance of pre-production in game design * Roles and responsibilities during pre-production * Introduction to game design documentation | | | | 10 | |
| **Unit II** | **Conceptualization and Ideation**   * Generating and refining game ideas * Brainstorming techniques for game concepts * Defining game mechanics, themes, and player experiences * Developing concept documents and pitch materials | | | | 10 | |
| **Unit III** | **Prototyping and Iteration**   * Principles of game prototyping * Rapid prototyping techniques * Playtesting and feedback gathering * Iterative design and refinement | | | | 12 | |
| **Unit IV** | **Documentation and Project Planning**   * Overview of game design documentation types (e.g., game design documents, technical documents) * Structuring and formatting game design documents * Project planning methodologies (e.g., Agile, Waterfall) * Creating milestone schedules and task lists | | | | 8 | |

**Recommended Readings:**

* *"Level Up! The Guide to Great Video Game Design" by Scott Rogers*
* *"The Game Maker's Apprentice: Game Development for Beginners" by Jacob Habgood and Mark Overmars*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:**

[*www.pdfdrive.com/game-on-gamification-gameful-design-and-the-rise-of-the-gamer-educator*](http://www.pdfdrive.com/game-on-gamification-gameful-design-and-the-rise-of-the-gamer-educator)

# Semester-V

## Bachelor of Animation & Design

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| --- | --- |
|  | **DISCIPLINE SPECIFIC COURSE (DSC)- GAME DESIGN - I (PRACTICAL)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **Game Design - I (Practical)** | **2** | **0** | **0** | **2** | **Passed Diploma Course** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN** | | | | | | |
| **Programme: *Bachelor of Animation & Design*** | | | | **Year: III** | | **Semester: V Paper: DSC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC** | | **Game Design - I (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Knowledge and skills to effectively navigate the pre-production phase of game development. * Able to generate, refine, and prototype game ideas, create comprehensive documentation, and develop project plans to guide game development processes. | | | | | | |
| **Credits: 2** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Create game concept and pitch presentation** | | | | 10 | |
| **Unit II** | **Game prototyping and play testing** | | | | 10 | |
| **Unit III** | **Character, props and background designing** | | | | 12 | |
| **Unit IV** | **GDD and project plan** | | | | 8 | |

**Recommended Readings:**

* *"Level Up! The Guide to Great Video Game Design" by Scott Rogers*
* *"The Game Maker's Apprentice: Game Development for Beginners" by Jacob Habgood and Mark Overmars*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:**[*www.pdfdrive.com/game-on-gamification-gameful-design-and-the-rise-of-the-gamer-educator*](http://www.pdfdrive.com/game-on-gamification-gameful-design-and-the-rise-of-the-gamer-educator)

# Semester-V

## Bachelor of Animation & Design

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|  | **DISCIPLINE SPECIFIC COURSE (DSC)- 3D MODELING, TEXURING AND LIGHTING (PRACTICAL)** |

**No. of Hours- 120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **3D Modeling, Texturing and Lighting (Practical)** | **4** | **0** | **0** | **4** | **Passed Diploma Course** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN** | | | | | | |
| **Programme: *Bachelor of Animation & Design*** | | | | **Year: III** | | **Semester: V Paper: DSC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC** | | **3D Modeling, Texturing & Lighting (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * **Understanding of 3D Modeling:** Students will demonstrate proficiency in creating 3D models using various techniques such as polygonal modeling, NURBS modeling, and sculpting tools. * **Proficiency in Texturing:** Students will learn to apply textures to 3D models effectively, including understanding UV mapping, texture painting, and shader creation for realistic material representation. * **Knowledge of Lighting Techniques:** Students will gain skills in setting up different types of lighting in 3D scenes, including natural lighting, artificial lighting, and advanced lighting effects for mood and atmosphere. * **Integration of Modeling, Texturing, and Lighting:** Students will learn to integrate modeling, texturing, and lighting techniques to create visually compelling and cohesive 3D scenes or assets. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to 3D Modeling**   * Overview of 3D modeling principles * Polygonal modeling techniques * NURBS modeling basics * Sculpting tools and techniques   Exercises and projects | | | | 15 | |
| **Unit II** | **Texturing in Maya**   * Understanding UV mapping * Texture painting techniques * Shader creation and material properties * Applying textures to 3D models   Projects focusing on texture application | | | | 15 | |
| **Unit III** | **Lighting Fundamentals**   * Types of lighting in 3D environments * Basic lighting setups * Advanced lighting techniques (e.g., global illumination, HDRI lighting) * Creating mood and atmosphere with lighting   Lighting exercises and projects | | | | 15 | |
| **Unit IV** | **Integration and Advanced Techniques**   * Workflow optimization strategies * Integrating modeling, texturing, and lighting for cohesive scenes * Advanced texturing techniques (e.g., procedural texturing)   Real-world project simulations | | | | 15 | |

**Recommended Readings:**

* *"Introducing Autodesk Maya 2024" by Dariush Derakhshani*
* *"Maya for Games: Modeling and Texturing Techniques with Maya and Mudbox" by Michael Ingrassia*
* *"Digital Lighting & Rendering" by Jeremy Birn*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:**

[*www.pdfdrive.com/3d-animation-for-the-raw-beginner-using-maya*](http://www.pdfdrive.com/3d-animation-for-the-raw-beginner-using-maya)

# Semester-V

## Bachelor of Animation & Design

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|  | **DISCIPLINE SPECIFIC COURSE (DSC)- MOTION GRAPHICS & VIRTUAL COMMUNICATION (PRACTICAL)** |

**No. of Hours- 120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **Motion Graphics& Virtual Communication (Practical)** | **4** | **0** | **0** | **4** | **Passed Diploma Course** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN** | | | | | | |
| **Programme: *Bachelor of Animation & Design*** | | | **Year: III** | | | **Semester: V Paper: DSC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC** | | **Motion Graphics& Virtual Communication(Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Understand the Concepts behind Visual Effects in After Effects * Work and Animate the Perspective Visual Effects Group * Create full Projects Using Various Effects, Videos and Graphics * With The Complete Guide to for every Effect will be master and create awesome Visual Effects Animations | | | | | | |
| **Credits: 4** | | | | **Discipline Specific Course** | | |
| **Max. Marks: As per Univ. rules** | | | | **Min. Passing Marks: As per Univ. rules** | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | AFTER EFFECTS- Introduction to Broadcasting, Introduction to User Interface and a basic compositing. | | | | 30 | |
| **Unit II** | Basic Animation, Spatial Interpolation, Temporal interpolation, Pre-compositing, Time remapping, Expression. | | | | 30 | |
| **Unit III** | Masking on Image, Rotoscope, Color Correction, Keying, 3D Layers- Camera + Lighting, Text Animation. | | | | 30 | |
| **Unit IV** | Tracking and Stabilizing, Cleanup, Simulation, particles. | | | | 30 | |

**Recommended Readings:** *Adobe after Effects CC Classroom in a Book, Author:*[*Adobe Creative Team*](https://www.amazon.in/Adobe-Creative-Team/e/B008IGKY5Y/ref=dp_byline_cont_book_1)*, Publisher: Adobe*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:** [*https://libribook.com/view1/16426/?bookid=45368*](https://libribook.com/view1/16426/?bookid=45368)

# Semester-V

## Bachelor of Animation & Design

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|  | **DISCIPLINE SPECIFIC ELECTIVE (DSE)- 3D MODELING WITH BLENDER (PRACTICAL)** |

**No. of Hours-120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSE:**  **3D Modeling with Blender (Practical)** | **4** | **0** | **0** | **4** | **Passed Diploma Course** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN** | | | | | | |
| **Programme: *Bachelor of Animation & Design*** | | | | **Year: III** | | **Semester: V Paper: DSE** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSE** | | **3D Modeling with Blender (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * **Proficiency in Basic Modeling Techniques**: Students will demonstrate competence in fundamental modeling techniques such as polygonal modeling, subdivision surface modeling, and edge modeling. * **Advanced Modeling Skills:** Students will develop advanced modeling skills, including sculpting organic forms, creating complex surfaces, and using modifiers effectively to streamline the modeling process. * **Understanding of Procedural Modeling:** Students will learn the principles of procedural modeling and how to use Blender's procedural modeling tools to generate intricate geometry and patterns. * **Integration of Modeling Techniques:** Students will integrate various modeling techniques to create detailed and realistic 3D models suitable for animation, visualization, or game development | | | | | | |
| **Credits: 4** | | | **Discipline Specific Elective** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to Blender and Basic Modeling**   * Overview of Blender interface and navigation * Introduction to basic modeling tools (e.g., extrusion, bevel, loop cut) * Polygonal modeling techniques * Exercises focusing on creating simple objects | | | | 24 | |
| **Unit II** | **Advanced Modeling Techniques**   * Subdivision surface modeling * Sculpting organic forms with Blender's sculpt mode * Using modifiers to create complex geometry (e.g., mirror, array, boolean) * Projects involving detailed object modeling | | | | 24 | |
| **Unit III** | **Procedural Modeling in Blender**   * Understanding procedural modeling concepts * Introduction to Blender's procedural modeling tools (e.g., modifiers, node-based modeling) * Creating procedural textures and geometry * Exercises and projects emphasizing procedural modeling techniques | | | | 24 | |
| **Unit IV** | **Integration and Real-World Applications**   * Workflow optimization strategies * Integrating various modeling techniques to create complete scenes or assets * Applying modeling skills to real-world projects (e.g., architectural visualization, character modeling) * Portfolio development and presentation techniques | | | | 48 | |

**Recommended Readings:**

* *"Blender Foundations: The Essential Guide to Learning Blender 2.9" by Roland Hess*
* *"Blender 3D Cookbook" by Enrico Valenza*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:** [*www.pdfdrive.com/blender-3d-basics-2nd-edition-a-quick-and-easy-to-use-guide-to-create-3d-modeling-and-animation-using-blender*](http://www.pdfdrive.com/blender-3d-basics-2nd-edition-a-quick-and-easy-to-use-guide-to-create-3d-modeling-and-animation-using-blender)

# Semester-V

## Bachelor of Animation & Design

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|  | **DISCIPLINE SPECIFIC ELECTIVE (DSE)- PRINCIPLE OF ADVERTISING (THEORY)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSE:**  **Principle of Advertising** | **4** | **4** | **0** | 0 | **Passed Diploma Course** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN** | | | | | | |
| **Programme: *Bachelor of Animation & Design*** | | | | **Year: III** | | **Semester: V Paper: DSE** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSE** | | **Principle of Advertising** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * The course aims at imparting knowledge on Marketing Management from the perspective of Marketing Communications. It explains the fundamentals of Marketing and emphasizes on Consumer Behaviour and the elements of Marketing Mix: Product, Price, Place and Promotion, their nature, characteristics, scope and strategies and advertising in the perspective of Indian society, art and culture. The concepts of Segmenting, Targeting and Positioning are also described along with the ethical and social responsibility issues that marketing must address. The course helps to develop an understanding on the various aspects advertising which includes its objectives, classification, creative aspect, role in the economy and society, functions of the advertising agency and department, media strategies. Personal Selling, Sales Promotion, Public Relations, Sales Force Management and Integrated Marketing Communication has considerable detailing in the course. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Elective** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Advertising**  Definition, concept, evolution of advertising, Types and Functions of Advertising, Advertising and Society, Economic effects of advertising. ASCI. | | | | 15 | |
| **Unit II** | **Advertising Agency:**  Types of agencies, structure, functions & scope, Planning and advertising campaigns: market research, product research, consumer analysis, Media planning and scheduling. Marketing mix, Brand building, Brand loyalty, unique selling proposition. | | | | 15 | |
| **Unit III** | **Public Relations:**  Evolution, Definitions, concept, scope, Publicity, Propaganda, advertising. Public Opinion, Lobbying, PR Campaign, Promotion. PR and social responsibility. | | | | 15 | |
| **Unit IV** | **Corporate communication:**  Definition and functions. Internal and external communication. Tools of corporate communication. CSR, Crisis management. Scheduling and handling of press Conference, Press get - together, Press Meet, Press kit, PR and Media Relations. Event Management, PR code of ethics. | | | | 15 | |

**Recommended Readings:**

* *Agarwal C.D., Media and Advertising, Mohit publication,2008*
* *Robert R. Ulmer, Timothy L. Sellnow, Effective Crisis Communication, Sage publication, 2011*
* *Rajiv Batra: Advertising Management, Prentice publication, 1996*
* *Paul A Argenti: Corporate Communication, Irwin Publication, 2015*
* *Al Ries&LaoraRies: The Fall of Advertising and the Rise of PR, Harper Business Publication, 2002*
* *Clow and Baack: Integrated Advertising Promotion and Marketing communication, 2004*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

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# Semester-V

## Bachelor of Animation & Design

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|  | **INTERNSHIP/APPRENTICESHIP/PROJECT/COMMUNITY OUTREACH(IAPC)- ACADEMIC PROJECT** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **IAPC:**  **Academic Project** | **2** | **0** | **0** | 2 | **Passed Class**  **Diploma Course** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN** | | | | | | |
| **Programme: *Bachelor of Animation & Design*** | | | | **Year: III** | | **Semester: V Paper: IAPC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: IAPC** | | **Academic Project** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Gain first hand exposure of working in the real world. * Allow harnessing skills, knowledge and theoretical practice learnt during the course. * Develop and refine skills to suit the industry demands and build a strong network with professionals in the field. * Gain confidence and improve chances as a job applicant. | | | | | | |
| **Credits: 2** | | | **IAPC Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | Student need submit showreel OR project based on 3D OR 2D Animation OR UX / UI Design | | | | 60 | |

**Note:**Bachelor in Animation & Design Course Students can choose this academic project or can choose one course from pool of the SEC Course.

**Suggested Continuous Evaluation Methods**: Submission ofShowreel/Report/Project/Attendance and it will be evaluated by Internal examiner.

# Semester-VI

## Bachelor of Animation & Design

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|  | **DISCIPLINE SPECIFIC COURSE (DSC)- GAME DESIGN II (THEORY)** |

**No. of Hours- 30**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **Game Design II (Theory)** | **2** | 2 | **0** | 0 | **Passed Diploma Course** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN** | | | | | | |
| **Programme: *Bachelor of Animation & Design*** | | | | **Year: III** | | **Semester: VI Paper: DSC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC** | | **Game Design II (Theory)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Understand the game production pipeline from concept to release. * Apply project management methodologies to game development projects. * Create and integrate game assets using industry-standard tools. * Implement testing procedures to ensure the quality and stability of game products. * Navigate the publishing and distribution process for games. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to Game Production**   * Overview of the game production pipeline * Roles and responsibilities in game development teams * Project management methodologies (e.g., Agile, Scrum) * Budgeting and scheduling considerations | | | | 6 | |
| **Unit II** | **Asset Creation and Integration**   * Principles of visual and audio design for games * Tools and software for creating game assets (e.g., Unity, Blender, Adobe Creative Suite) * Techniques for integrating assets into game engines * Optimization strategies for performance and file size | | | | 6 | |
| **Unit III** | **Quality Assurance and Testing**   * Importance of testing in game development * Types of testing: functionality, usability, compatibility, etc. * Bug tracking and issue management * User experience (UX) testing and feedback gathering | | | | 10 | |
| **Unit IV** | **Publishing and Distribution**   * Publishing platforms and distribution channels * Marketing and promotion strategies for games * Legal considerations: copyright, licensing, etc. * Post-launch support and updates | | | | 8 | |

**Recommended Readings:**

* *"Game Production Handbook" by Heather Maxwell Chandler*
* *"The Ultimate Guide to Video Game Writing and Design" by Flint Dille and John Zuur Platten*
* *"Level Up! The Guide to Great Video Game Design" by Scott Rogers*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:** [*www.pdfdrive.com/eurogames-the-design-culture-and-play-of-modern-european-board-games*](http://www.pdfdrive.com/eurogames-the-design-culture-and-play-of-modern-european-board-games)

# Semester-VI

## Bachelor of Animation & Design

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|  | **DISCIPLINE SPECIFIC COURSE (DSC)- GAME DESIGN II (PRACTICAL)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **Game Design II (Practical)** | **2** | **0** | **0** | **2** | **Passed Diploma Course** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN** | | | | | | |
| **Programme: *Bachelor of Animation & Design*** | | | | **Year: III** | | **Semester: VI Paper: DSC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC** | | **Game Design II (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Understand the game production pipeline from concept to release. * Apply project management methodologies to game development projects. * Create and integrate game assets using industry-standard tools. * Implement testing procedures to ensure the quality and stability of game products. * Navigate the publishing and distribution process for games. | | | | | | |
| **Credits: 2** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | Concept art futuristics game and texturing according to game design | | | | 15 | |
| **Unit II** | Create environment modeling according to game design | | | | 15 | |
| **Unit III** | Create props modeling according to game | | | | 15 | |
| **Unit IV** | Concept art on character according to game | | | | 15 | |

**Recommended Readings:**

* *"Game Production Handbook" by Heather Maxwell Chandler*
* *"The Ultimate Guide to Video Game Writing and Design" by Flint Dille and John Zuur Platten*
* *"Level Up! The Guide to Great Video Game Design" by Scott Rogers*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Semester-VI

## Bachelor of Animation & Design

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|  | **DISCIPLINE SPECIFIC COURSE (DSC)- 3D RIGGING, DYNAMICS BASICS, ANIMATION (PRACTICAL)** |

**No. of Hours- 120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **3D Rigging, Dynamic Basics, Animation (Practical)** | **4** | **0** | **0** | **4** | **Passed Diploma Course** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN** | | | | | | |
| **Programme: *Bachelor of Animation & Design*** | | | | **Year: III** | | **Semester: VI Paper: DSC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC** | | **3D Rigging, Dynamics Basics, Animation (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Gain a solid understanding of 3D animation principles and techniques using Autodesk Maya. * Develop proficiency in rigging characters and objects for animation. * Learn the basics of dynamics simulation for creating realistic motion effects. * Master fundamental animation techniques and principles. * Acquire skills in advanced animation topics such as motion capture and scripting. * Build a portfolio showcasing various animation projects and techniques. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Fundamentals of 3D Rigging**   * Introduction to 3D Rigging * Understanding joints and skeletons * Skinning and weighting * Rigging controls and constraints * IK (Inverse Kinematics) and FK (Forward Kinematics) * Introduction to character rigging * Rigging best practices | | | | 30 | |
| **Unit II** | **Dynamics Basics**   * Introduction to dynamics simulation * Understanding particle systems * Basics of rigid body dynamics * Simulating fluids and cloth * Dynamic constraints and forces * Integrating dynamics into animation * Dynamics optimization and performance | | | | 30 | |
| **Unit III** | **Animation Techniques**   * Principles of animation * Keyframing fundamentals * Timing and spacing * Easing and interpolation * Advanced animation techniques * Character animation basics * Lip-sync and facial animation | | | | 30 | |
| **Unit IV** | **Fundamentals of 3D Rigging**   * Introduction to 3D Rigging * Understanding joints and skeletons * Skinning and weighting * Rigging controls and constraints * IK (Inverse Kinematics) and FK (Forward Kinematics) * Introduction to character rigging * Rigging best practices | | | | 30 | |

**Recommended Readings:**

* *"Maya Character Creation: Modeling and Animation Controls" by Chris Maraffi*
* *"The Animator's Survival Kit" by Richard Williams*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:** [*www.pdfdrive.com/maya-studio-projects-dynamics*](http://www.pdfdrive.com/maya-studio-projects-dynamics)

# Semester-VI

## Bachelor of Animation & Design

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|  | **DISCIPLINE SPECIFIC COURSE (DSC)- PRINCIPLE OF COMPOSITION (PRACTICAL)** |

**No. of Hours- 120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **Principle of Composition (Practical)** | **4** | **0** | **0** | **4** | **Passed Diploma Course** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN** | | | | | | |
| **Programme: *Bachelor of Animation & Design*** | | | | **Year: III** | | **Semester: VI Paper: DSC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC** | | **Principle of Composition (Practical)** | | | | |
| Course Outcomes:  After studying this course, the students will be able to:   * Understand the principles of composition and their application in digital media. * Navigate and utilize the key features and tools of Adobe After Effects. * Create visually engaging compositions, animations, and effects using After Effects. * Analyze and critique compositions for their effectiveness and aesthetic appeal. * Apply creative problem-solving skills to design and execute original projects. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to Composition**   * Overview of composition theory * Elements of composition: line, shape, color, texture, space * Principles of design: balance, contrast, emphasis, rhythm, unity | | | | 30 | |
| **Unit II** | **Advanced Composition Techniques**   * Advanced principles of composition: hierarchy, proportion, scale, repetition * Working with layers and masks in After Effects * Incorporating typography and text animation * Understanding lighting and shadow effects * Introduction to 3D space and camera manipulation | | | | 30 | |
| **Unit III** | **Special Effects and Motion Graphics**   * Introduction to special effects: particles, simulations, and visual effects * Using plugins and presets to enhance compositions * Motion graphics fundamentals: kinetic typography, logo animation * Green screen (chroma key) techniques | | | | 30 | |
| **Unit IV** | **Project Development and Critique**   * Developing a final project incorporating all learned concepts * Project planning and storyboard creation * Iterative design process: prototyping, feedback, revisions * Presentation and critique of final projects | | | | 30 | |

**Recommended Readings:**

* *"After Effects Apprentice" by Trish and Chris Meyer*
* *"The After Effects Illusionist" by Chad Perkins*
* *"Creating Motion Graphics with After Effects" by Chris and Trish Meyer*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:** [*www.pdfdrive.com/creating-motion-graphics-with-after-effects-the-essentials*](http://www.pdfdrive.com/creating-motion-graphics-with-after-effects-the-essentials)

# Semester-VI

## Bachelor of Animation & Design

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|  | **DISCIPLINE SPECIFIC ELECTIVE (DSE)- VFX (PRACTICAL)** |

**No. of Hours- 120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSE:**  **VFX (Practical)** | **4** | **0** | **0** | **4** | **Passed Diploma Course** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN** | | | | | | |
| **Programme: *Bachelor of Animation & Design*** | | | | **Year: III** | | **Semester: VI Paper: DSE** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSCE** | | **VFX (Practical)** | | | | |
| Course Outcomes:  After studying this course, the students will be able to:   * Understand the principles and techniques of camera tracking in After Effects. * Analyze live-action footage to identify suitable tracking points. * Implement camera tracking solutions for different types of shots, including stationary, moving, and handheld camera shots. * Integrate computer-generated elements seamlessly into tracked footage. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Elective** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to Camera Tracking**   * Overview of camera tracking principles and applications * Introduction to Adobe After Effects interface and basic navigation * Understanding tracking data formats (2D tracking, 3D tracking, camera solving) * Setting up a project for camera tracking | | | | 30 | |
| **Unit II** | **Basic Camera Tracking Techniques**   * Identifying tracking points in live-action footage * Applying 2D and 3D tracking methods * Solving the camera motion using After Effects built-in tracking tools * Creating and refining tracking data * Troubleshooting common tracking problems | | | | 30 | |
| **Unit III** | **Advanced Camera Tracking Techniques**   * Tracking complex camera movements (pan, tilt, zoom, dolly, crane, handheld) * Using planar tracking techniques for difficult shots * Integrating 3D objects and elements into tracked footage * Enhancing realism through shadow and lighting adjustments * Exploring third-party plugins for advanced tracking tasks | | | | 30 | |
| **Unit IV** | **Project Work and Finalization**   * Applying camera tracking skills to real-world projects * Collaborative project work and peer review * Finalizing and rendering tracked compositions * Presentation and critique of completed projects | | | | 30 | |

**Recommended Readings:**

* *"The After Effects Illusionist: All the Effects in One Complete Guide" by Chad Perkins*
* *"Adobe After Effects CC Classroom in a Book" by Lisa Fridsma and Brie Gyncild*
* *"After Effects Apprentice: Real-World Skills for the Aspiring Motion Graphics Artist" by Chris and Trish Meyer*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:** [*www.pdfdrive.com/matchmoving-the-invisible-art-of-camera-tracking*](http://www.pdfdrive.com/matchmoving-the-invisible-art-of-camera-tracking)

# Semester-VI

## Bachelor of Animation & Design

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|  | **DISCIPLINE SPECIFIC ELECTIVE (DSE)- BROADCAST DESIGN (THEORY)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSE:**  **Broadcast Design (Theory)** | **4** | **4** | **0** | **0** | **Passed Diploma Course** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN** | | | | | | |
| **Programme: *Bachelor of Animation & Design*** | | | | **Year: III** | | **Semester: VI Paper: DSE** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSCE** | | **Broadcast design (Theory)** | | | | |
| Course Outcomes:  After studying this course, the students will be able to:   * Evaluate and critique broadcast and production practices both holistically and in terms of their component parts, namely: audio, video, scripting, production, and editing. * Write effectively for broadcast media as well as other forms and styles appropriate for the communications professions and audiences they serve. * Demonstrate competency in shooting and editing video in the field and studio, using professional-level equipment and non-linear editing systems. * Demonstrate proficiency in recording and editing for audio productions. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Elective** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | * **Concepts of Graphics & Illustrations** Character Design, Digital Painting | | | | 15 | |
| **Unit II** | * **Typography Design** Digital Illustrations, Storyboarding & Animatics | | | | 15 | |
| **Unit III** | * **Concepts of Cinematography & Photography** Audio-Video Editing ,Concepts of 2D Digital Animation, 2D Animation Principles | | | | 15 | |
| **Unit IV** | * **Broadcast Design, Digital Marketing & Media Concepts** Broadcast Media, Broadcast Design Portfolio | | | | 15 | |

**Recommended Readings:**

* *Broadcast Design - Bjorn Bartholdy*
* *Standard Handbook of Broadcast Engineering by Jerry Whitaker*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Semester-VI

## Bachelor of Animation & Design

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|  | **INTERNSHIP/APPRENTICESHIP/PROJECT/COMMUNITY OUTREACH (IAPC) - INTERNSHIP** |

**No. of Hours-60**

## CREDIT DISTRIBUTION,ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **IAPC:**  **Internship** | **2** | **0** | **0** | **2** | **Passed Diploma Course** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN** | | | | | | |
| **Programme: *Bachelor of Animation & Design*** | | | | **Year: III** | | **Semester: VI Paper: IAPC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: IAPC** | | **Internship** | | | | |
| Course Outcomes:  After studying this course, the students will be able to:   * Gain first hand exposure of working in the real world. * Allow harnessing skills, knowledge and theoretical practice learnt during the course. * Develop and refine skills to suit the industry demands and build a strong network with professionals in the field. * Gain confidence and improve chances as a job applicant. | | | | | | |
| **Credits: 2** | | | **IAPC Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | Internship will be undertaken with any reputed organization/Industry/NGO and will be evaluated by an Internal examiner. | | | | 60 | |

**Suggested Continuous Evaluation Methods**: Internship Report/Attendance

# Semester-VII

## Bachelor of Animation & Design (Honours with Research/Academic Project)

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|  | **DISCIPLIN SPECIFIC COURSE (DSC)- HISTORY OF ART, ANIMATION & DESIGN (THEORY)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **History of Art, Animation & Design (Theory**) | **4** | **4** | **0** | **0** | **Passed Bachelor Degree in any Stream** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN (HONOURS WITH RESEARCH/ACADEMIC PROJECT)** | | | | | | |
| **Programme: *Bachelor of Animation & Design (Honours with Research/Academic Project)*** | | | | **Year: IV** | | **Semester: VII Paper: DSC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC** | | **History of Art, Animation & Design (Theory)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Demonstrate a comprehensive understanding of major art movements, styles, and techniques throughout history. * Analyze and interpret artworks within their cultural, historical, and social contexts. * Evaluate the impact of technological advancements on the development of animation and design. * Apply knowledge of art history and design principles to contemporary creative practices. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Foundations of Art and Design**   * Introduction to key concepts in art history, including the elements and principles of design. * Overview of ancient art and architecture, from prehistoric cave paintings to classical civilizations. * Exploration of foundational artistic techniques and materials. | | | | 15 | |
| **Unit II** | **Renaissance to Modern Art Movements**   * Examination of the Renaissance, Baroque, Rococo, and Neoclassical periods. * Study of major art movements of the 19th and 20th centuries, such as Romanticism, Realism, Impressionism, Cubism, Surrealism, and Abstract Expressionism. * Analysis of influential artists and their contributions to the evolution of art and design. | | | | 15 | |
| **Unit III** | **Evolution of Animation**   * History of animation from early experiments to contemporary digital techniques. * Exploration of key figures and studios in the development of animation as an art form. * Examination of different animation styles, including traditional hand-drawn, stop-motion, and computer-generated animation. | | | | 15 | |
| **Unit IV** | **Contemporary Trends and Future Directions**   * Analysis of current trends and innovations in art, animation, and design. * Exploration of the role of technology and digital media in shaping contemporary creative practices. * Discussion of ethical and cultural issues in the production and consumption of visual culture. | | | | 15 | |

**Recommended Readings:**

* *"The Illusion of Life: Disney Animation" by Frank Thomas and Ollie Johnston*
* *"Animation: A World History" by GiannalbertoBendazzi*
* *"The Animator's Survival Kit" by Richard Williams*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:** [*www.pdfdrive.com/art-history-contemporary-perspectives-on-method-art-history-special-issues*](http://www.pdfdrive.com/art-history-contemporary-perspectives-on-method-art-history-special-issues)

# Semester-VII

## Bachelor of Animation & Design (Honours with Research/Academic Project)

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|  | **DISCIPLINE SPECIFIC ELECTIVE / GENERIC ELECTIVE (DSE / GE)- VFX FUSION (PRACTICAL)** |

**No. of Hours- 120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSE/GE:**  **VFX Fusion (Practical**) | **4** | **0** | **0** | **4** | **Passed Bachelor Degree in any Stream** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN (HONOURS WITH RESEARCH/ACADEMIC PROJECT)** | | | | | | |
| **Programme: *Bachelor of Animation & Design (Honours with Research/Academic Project)*** | | | | **Year: IV** | | **Semester: VII Paper: DSE/GE** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSE/GE** | | **VFX Fusion (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Know about node-based compositing, tools, menu, rotoscoping, color correction, camera/object/animation of Maya/ Max into Fusion stereo tool, advance particle. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Elective / Generic Elective** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | * Fusion - What is node-based compositing? Interface overview & Bins working with tools & menu. | | | | 30 | |
| **Unit II** | * Timeline and rotoscoping, colour correction, keying, tracking and stabilize. | | | | 30 | |
| **Unit III** | * Rotoscope using tracking technique, use camera/object/animation of Maya/ Max into Fusion stereo tool, advance particle. | | | | 30 | |
| **Unit IV** | * Paint tool and clean up/Wire-rig remove. | | | | 30 | |

**Recommended Readings:**

* *Digital Compositing with Blackmagic Fusion: Essential Techniques Author: Lee Lanier, Publisher: Routledge*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:** [*https://documents.blackmagicdesign.com/UserManuals*](https://documents.blackmagicdesign.com/UserManuals)

# Semester-VII

## Bachelor of Animation & Design (Honours with Research/Academic Project)

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|  | **DISCIPLINE SPECIFIC ELECTIVE / GENERIC ELECTIVE (DSE / GE)- GAME DESIGN - UNITY (PRACTICAL)** |

**No. of Hours- 120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSE/GE:**  **Game Design - Unity (Practical**) | **4** | **0** | **0** | **4** | **Passed Bachelor Degree in any Stream** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN (HONOURS WITH RESEARCH/ACADEMIC PROJECT)** | | | | | | |
| **Programme: *Bachelor of Animation & Design (Honours with Research/Academic Project)*** | | | | **Year: IV** | | **Semester: VII Paper: DSE/GE** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSE/GE** | | **Game Design - Unity (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Understand the principles of game design and how they apply to Unity. * Gain proficiency in using Unity's interface for game development. * Develop basic scripting skills in C# for game development. * Apply game development best practices to create engaging game play experiences. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Elective / Generic Elective** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to Game Design and Unity**   * Overview of game design principles * Introduction to Unity interface and workspace * Creating and manipulating game objects * Implementing basic game mechanics | | | | 30 | |
| **Unit II** | **Scripting in Unity with C#**   * Introduction to C# scripting basics * Scripting game mechanics such as player movement, input handling, and basic AI * Understanding variables, functions, and object-oriented programming concepts * Integrating scripts with game objects in Unity | | | | 30 | |
| **Unit III** | **Advanced Unity Features and Gameplay Design**   * Exploring advanced Unity features such as animations, particle systems, and audio * Designing gameplay mechanics for player progression and engagement * Implementing user interface elements and game feedback systems * Introduction to level design and environmental storytelling | | | | 30 | |
| **Unit IV** | **Game Optimization and Publishing**   * Strategies for optimizing game performance in Unity * Testing and debugging game mechanics and scripts * Introduction to game publishing platforms and distribution methods * Packaging and preparing a game for deployment on multiple platforms * Assignment: Optimize and publish a final game project | | | | 30 | |

**Recommended Readings:**

* *"Unity in Action" by Joseph Hocking*
* *"Game Design Workshop: A Playcentric Approach to Creating Innovative Games" by Tracy Fullerton*
* *"C# Programming for Unity Game Development" by Kelvin Sung and Jashua C. Medeiros*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Semester-VII

## Bachelor of Animation & Design (Honours with Research/Academic Project)

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|  | **DISCIPLINE SPECIFIC ELECTIVE / GENERIC ELECTIVE (DSE / GE)- Digital Graphics & Visual Design (Practical)** |

**No. of Hours-120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSE/GE:**  **Digital Graphics & Visual Design (Practical)** | **4** | **0** | **0** | **4** | **Passed Bachelor Degree in any Stream** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN (HONOURS WITH RESEARCH/ACADEMIC PROJECT)** | | | | | | |
| **Programme: *Bachelor of Animation & Design (Honours with Research/Academic Project)*** | | | | **Year: IV** | | **Semester: VII Paper: DSE/GE** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSE/GE** | | **Digital Graphics & Visual Design (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Apply visual design principles to real-world media projects * Use Adobe Photoshop professionally for image editing and composition * Create industry-standard vector graphics using Adobe Illustrator * Develop complete design projects and follow professional workflows | | | | | | |
| **Credits: 4** | | | **Discipline Specific Elective / Generic Elective** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | Introduction to Visual Design | | | | 20 | |
| **Unit II** | Adobe Photoshop – Raster Graphics | | | | 20 | |
| **Unit III** | Adobe Illustrator – Vector Graphics | | | | 20 | |
| **Unit IV** | Typography & Visual Communication | | | | 30 | |
| **Unit V** | Design Execution & Professional Practices | | | | 30 | |

**Recommended Readings:**

* *Typography, Referenced: A Comprehensive Visual Guide to the Language, History*
* ***“Graphic Design: The New Basics”****By Ellen Lupton & Jennifer Cole Phillips*
* **“Designing Brand Identity”***By Alina Wheeler*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Semester-VII

## Bachelor of Animation & Design (Honours with Research/Academic Project)

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|  | **DISCIPLIN SPECIFIC ELECTIVE / GENERIC ELECTIVE (DSE / GE)- Expressive Motion (Practical)** |

**No. of Hours-120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSE/GE:**  **Expressive Motion (Practical)** | **4** | **0** | **0** | **4** | **Passed Bachelor Degree in any Stream** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN (HONOURS WITH RESEARCH/ACADEMIC PROJECT)** | | | | | | |
| **Programme: *Bachelor of Animation & Design (Honours with Research/Academic Project)*** | | | | **Year: IV** | | **Semester: VII Paper: DSE/GE** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSE/GE** | | **Expressive Motion (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Animate believable character performances * Plan, stage, and execute complex animated scenes * Produce a polished animation project showcasing expressive storytelling * Design and animate emotionally driven sequences | | | | | | |
| **Credits: 4** | | | **Discipline Specific Elective / Generic Elective** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | ****Principles of Expressive Animation****  * Revisiting the 12 principles with focus on emotional storytelling * Body language, facial expressions, acting for animation * Advanced squash & stretch, anticipation, exaggeration * Case studies from Disney, Studio Ghibli, and anime | | | | 30 | |
| **Unit II** | ****Character Performance & Lip Sync****  * Dialogue-driven animation * Lip sync techniques in 2D * Phoneme study and breakdowns * Animating believable eye, brow, and mouth movement * Practicing with short audio clips | | | | 30 | |
| **Unit III** | **Scene Planning & Animatics**   * Staging and shot composition for emotion * Camera movement in 2D space (pans, zooms, tracking) * Creating animatics (storyboard to motion) * Timing and pacing for expressive scenes | | | | 30 | |
| **Unit IV** | **Advanced Character Animation Workflow**   * Acting scenes: full-body character with emotion * Walk cycles with personality (happy, sad, tired, excited) * Secondary motion and follow-through (hair, cloth, props) * Interaction between characters or with objects * Final compositing and presentation | | | | 30 | |

**Recommended Readings:**

* ***The Animator’s Survival Kit****By Richard Williams*
* ***Acting for Animators****By Ed Hooks*
* ***Cartoon Animation****By Preston Blair*
* ***Character Animation Crash Course!****By Eric Goldberg*
* ***Timing for Animation****By Harold Whitaker and John Halas*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Semester-VII

## Bachelor of Animation & Design (Honours with Research/Academic Project)

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|  | **INTERNSHIP/APPRENTICESHIP/PROJECT/COMMUNITY OUTREACH (IAPC)- ACADEMIC PROJECT I (SHORT FILM ANIMATION/VFX)** |

**No. of Hours-90**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **IAPC:**  **Academic Project I (Short Film Animation/VFX)** | **6** | **0** | **0** | **6** | **Passed Bachelor Degree in any Stream** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN (HONOURS WITH RESEARCH/ACADEMIC PROJECT)** | | | | | | |
| **Programme: *Bachelor of Animation & Design (Honours with Research/Academic Project)*** | | | **Year: IV** | | | **Semester: VII Paper: IAPC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: IAPC** | | **Academic Project I (Short Film Animation/VFX)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * The course involves student researching in an area related to design and is expected to produce an insightful report or a paper on the topic. Students need to choose a topic suggested by a faculty member and work under faculty guidance. The work may involve primary and secondary research, creative exploration out alternatives, experimental set-ups and methodical documentation. Students are encouraged to explore new fields, materials and media, with a focus on analysis. The student is required to present a seminar on the topic at the end of the semester. | | | | | | |
| **Credits: 6** | | | | **IAPC Course** | | |
| **Max. Marks: As per Univ. rules** | | | | **Min. Passing Marks: As per Univ. rules** | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | Student need to submit ideation, script, story, storyboard | | | | 40 | |
| **Unit II** | Need to submit final short film min 2 max 5 mins. | | | | 50 | |

**Suggested Continuous Evaluation Methods**: Evaluation will be based on final output (Project) Suggested

# Semester-VIII

## Bachelor of Animation & Design (Honours with Research/Academic Project)

|  |  |
| --- | --- |
|  | **DISCIPLINE SPECIFIC COURSE (DSC) –MARKETING FOR ANIMATION (THEORY)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:**  **Marketing for Animation (Theory)** | **4** | **4** | **0** | **0** | **Bachelor**  **Degree** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN (HONOURS WITH RESEARCH/ACADEMIC PROJECT)** | | | | | | |
| **Programme: *Bachelor of Animation & Design (Honours with Research/Academic Project)*** | | | | **Year: IV** | | **Semester: VIII Paper: DSC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC** | | **Marketing for Animation (Theory)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Learn about Marketing principles, Understanding Animation History, Clientage and Theory of Marketing Management. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Marketing Principle:**  Animate Your Logo, advertise on social media, Explain Your Business, and Place Animated Videos on Landing Pages, Keep Your Videos Short and Simple, Keep Auto play’s Features. | | | | 15 | |
| **Unit II** | **Understanding Animation Industry:**  Professional animators and animation studios Required Autodesk 3D Studio Max & Autodesk Maya for the industry standard. This 3Danimation software’s is ideal for character creation, modeling, Props modeling, Simulation, motion graphics, and many more. It's been used to create animation for movies including “Shrek” “Finding Nemo” “Monsters, Inc.,” “Avatar and many more movies” the following list of the tools for animators use: -3ds Max (Autodesk), Maya(Autodesk), Adobe After Effects, Adobe Animate CC | | | | 15 | |
| **Unit III** | **Clientage:**  This will make you more visible on the web to clients who are looking for animators. The best freelancers to showcase on their site to find the clientage, which saves companies time as well money also. Some web link given to search for clientage on Fiverr.com, Behance.com, Freelancer.com, SimplyHired.com etc. | | | | 15 | |
| **Unit IV** | **Theory of marketing management:**  R&D for new technology and invest money to develop new products to cater for the existing market. Need to know competitor’s product and merging resources to create a new product that better meets the need of the existing market Making new strategic for partnerships with other firms to gain access to each partner’s distribution channels for branding | | | | 15 | |

**Recommended Readings:**

* *Animation and Advertising (Palgrave Animation) Editor: Malcolm Cook, Publisher: Palgrave Macmillan*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:**[*www.researchgate.net/publication/337994833\_Introduction\_to\_Animation\_and\_Advertising*](http://www.researchgate.net/publication/337994833_Introduction_to_Animation_and_Advertising)

# Semester-VIII

## Bachelor of Animation & Design (Honours with Research/Academic Project)

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| --- | --- |
|  | **DISCIPLIN SPECIFIC COURSE/GENERIC ELECTIVE (DSE/GE) – ADVANCEDANIMATION IN MAYA (PRACTICAL)** |

**No. of Hours- 120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSE/GE:**  **AdvancedAnimation in Maya (Practical)** | **4** | **0** | **0** | **4** | **Passed Bachelor Degree in any Stream** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN (HONOURS WITH RESEARCH/ACADEMIC PROJECT)** | | | | | | |
| **Programme: *Bachelor of Animation & Design (Honours with Research/Academic Project)*** | | | | **Year: IV** | | **Semester: VIII Paper: DSE/GE** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSE/GE** | | **Advanced Animation in Maya (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Develop advanced skills in character animation using Autodesk Maya. * Understand the principles of character rigging and dynamics simulation. * Create sophisticated animation sequences for various media platforms. * Explore motion graphics techniques and integrate 3D elements into motion graphic projects. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Course/Generic Elective Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Character Animation**   * Understanding character rigging and skinning * Advanced keyframing techniques for character animation * Principles of character acting and performance   Lip-syncing and facial animation | | | | 30 | |
| **Unit II** | **Rigging and Dynamics**   * Advanced rigging techniques for complex characters and creatures * Introduction to dynamic simulations for animation * Cloth, hair, and fluid simulations   Integrating dynamics into character animation | | | | 30 | |
| **Unit III** | **Advanced Motion Graphics**   * Introduction to motion graphics in Maya * Utilizing Maya's animation and simulation tools for motion graphics * Creating complex motion graphic sequences   Integrating 3D elements into motion graphics projects | | | | 30 | |
| **Unit IV** | **Special Topics in Animation**   * Exploring advanced animation plugins and scripts * Industry-standard workflows and pipelines * Collaboration and teamwork in animation projects * Critique and refinement of animation work   Final project: Self-directed animation project showcasing advanced skills | | | | 30 | |

**Recommended Readings:**

* [*Autodesk Maya 2022 Basics Guide*](https://www.amazon.in/Autodesk-Maya-2022-Basics-Guide/dp/1630574503/ref=sr_1_1?crid=38ZO3CQUUF8TL&keywords=autodesk+maya+guide+book&qid=1677412797&s=books&sprefix=autodesk+maya+guid+book%2Cstripbooks%2C301&sr=1-1)*, Author: Kelly L. Murdock*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:**

[*https://graphics.stanford.edu/courses/cs448b-01-fall/LEARNINGMAYA2.pdf*](https://graphics.stanford.edu/courses/cs448b-01-fall/LEARNINGMAYA2.pdf)

# Semester-VIII

## Bachelor of Animation & Design (Honours with Research/Academic Project)

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| --- | --- |
|  | **DISCIPLIN SPECIFIC COURSE/GENERIC ELECTIVE (DSE/GE) – ENVIRONMENT DESIGN (PRACTICAL)** |

**No. of Hours- 120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSE/GE:**  **Environment Design (Practical)** | **4** | **0** | **0** | **4** | **Passed Bachelor Degree in any Stream** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN (HONOURS WITH RESEARCH/ACADEMIC PROJECT)** | | | | | | |
| **Programme: *Bachelor of Animation & Design (Honours with Research/Academic Project)*** | | | | **Year: IV** | | **Semester: VIII Paper: DSE/GE** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSE/GE** | | **Environment Design (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Understand the principles of environmental design and their application in 3D modeling. * Create spatial compositions using 3D modeling software. * Apply lighting techniques to enhance the visual appeal and realism of environments. * Texture environments effectively to convey different materials and surfaces. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Course/Generic Elective Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to Environmental Design**  Overview of environmental design principles  Importance of 3D modeling in environmental design  Introduction to 3D modeling software (e.g., Autodesk Maya, Blender)Basics of navigation, modeling tools, and interface | | | | 30 | |
| **Unit II** | **Spatial Composition and Layout**  Principles of spatial composition  Creating layouts and scenes  Incorporating architectural elements (e.g., buildings, landscapes)Understanding scale and proportion | | | | 30 | |
| **Unit III** | **Lighting and Texturing**  Fundamentals of lighting in 3D environments  Types of lighting sources and their effects  Techniques for creating realistic textures  Mapping textures onto 3D models | | | | 30 | |
| **Unit IV** | **Rendering and Presentation**  Introduction to rendering engines (e.g., Arnold, V-Ray)  Rendering techniques for achieving realism  Post-processing effects and compositing  Presentation techniques for showcasing 3D environments | | | | 30 | |

**Recommended Readings:**

* *"ZBrush Character Sculpting: Volume 1" by Rafael Grassetti*
* *"Introducing ZBrush 4" by Eric Keller*
* *"ZBrush Digital Sculpting Human Anatomy" by Scott Spencer*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:**

[*www.pdfdrive.com/zbrush-character-creation-advanced-digital-sculpting*](http://www.pdfdrive.com/zbrush-character-creation-advanced-digital-sculpting)

# Semester-VIII

## Bachelor of Animation & Design (Honours with Research/Academic Project)

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|  | **DISCIPLIN SPECIFIC COURSE/GENERIC ELECTIVE (DSE/GE) – ADVANCED VFX (PRACTICAL)** |

**No. of Hours- 120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSE/GE:**  **Advanced VFX (Practical)** | **4** | **0** | **0** | **4** | **Passed Bachelor Degree in any Stream** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN (HONOURS WITH RESEARCH/ACADEMIC PROJECT)** | | | | | | |
| **Programme: *Bachelor of Animation & Design (Honours with Research/Academic Project)*** | | | | **Year: IV** | | **Semester: VIII Paper: DSE/GE** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSE/GE** | | **Advanced VFX (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Learn about special effects that are applied to Music Videos, YouTube Videos, Advertisements, Games and Movies post-production to make them more presentable. Students can learn a perfect creation of many scenes, which could not have been possible in reality. In other words, it makes things look real in a convenient way and at a lesser cost. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Course/Generic Elective Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | Introduction of Nuke, Nuke workflow, Merge tools with basic composition | | | | 30 | |
| **Unit II** | Transformation & animation, Rotoscope, shuffle & Shuffle copy Color management, Compose render passes, Keying, | | | | 30 | |
| **Unit III** | Tracking, Stabilize, Cleanup, Introduction to 3D | | | | 30 | |
| **Unit IV** | Project based on learning | | | | 30 | |

**Recommended Readings:**

* *101: Professional Compositing and Visual Effects (Digital Video & Audio Editing Courses)Author:* [*Ron Ganbar*](https://www.amazon.in/Ron-Ganbar/e/B006IL6S6A/ref=dp_byline_cont_book_1)*, Publisher: Peach pit Press*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

**Suggested equivalent online courses:**

[*www.pdfdrive.com/digital-compositing-with-nuke-101-d34416145.html*](http://www.pdfdrive.com/digital-compositing-with-nuke-101-d34416145.html)

# Semester-VIII

## Bachelor of Animation & Design (Honours with Research/Academic Project)

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|  | **DISCIPLIN SPECIFIC COURSE/GENERIC ELECTIVE (DSE/GE) –VIRTUAL REALITY CONCEPT & APPLICATION (THEORY)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION,ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSE/GE:**  **Virtual Reality Concept & Application (Theory)** | **4** | **4** | **0** | **0** | **Passed Bachelor Degree in any Stream** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN (HONOURS WITH RESEARCH/ACADEMIC PROJECT)** | | | | | | |
| **Programme: *Bachelor of Animation & Design (Honours with Research/Academic Project)*** | | | | **Year: IV** | | **Semester: VIII Paper: DSE/GE** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSE/GE** | | **Virtual Reality Concept & Application (Theory)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Understand how the design of VR technology relates to human perception and cognition. * Discuss applications of VR to the conduct of scientific research, training, and industrial design. * Gain first-hand experience with using virtual environment technology, including 3D rendering software, tracking hardware, and input/output functions for capturing user data. * Learn the fundamental aspects of designing and implementing rigorous empirical experiments using VR. * Learn about multimodal virtual displays for conveying and presenting information and techniques for evaluating good and bad virtual interfaces. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Course/Generic Elective Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to Virtual Reality**  History of VR, Types of VR technology | | | | 15 | |
| **Unit II** | **Introduction to Unity UI**  Creating a new project, importing standard assets, adding a playercharacterObjects, lighting, scenes, prefabs, asset store | | | | 15 | |
| **Unit III** | **Presence in VR:**  What is it? How do you quantify it? How do you fosterit?  Tracking, Latency, Field of View in Real life, HMDs, Caves, DesktopVR,  Fidelity, depth, isolation, smell, range of motion (DoF)  Sensory Influence: Kinetics, Spatial Audio, Haptics, Other senses? | | | | 15 | |
| **Unit IV** | Creating a New Script, (naming) Syntax, Functions, Variables,Key/Mouse, Input, Unity, Support  Object-Oriented Scripting in Unity  Public variables, the inspector  Unity support  Project | | | | 15 | |

**Recommended Readings:**

1. *Unity Virtual Reality Projects*
2. *Building Virtual Reality with Unity and Steam VR by Jeff W Murray*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Semester-VIII

## Bachelor of Animation & Design (Honours with Research/Academic Project)

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| --- | --- |
|  | **INTERNSHIP/APPRENTICESHIP/PROJECT/COMMUNITY OUTREACH (IAPC) – ACADEMIC PROJECT (PORTFOLIO)** |

**No. of Hours- 90**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **IAPC:**  **Academic Project(Portfolio)** | **6** | **0** | **0** | **6** | **Passed Bachelor Degree in any Stream** | **Nil** |

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| **BACHELOR OF ANIMATION & DESIGN (HONOURS WITH RESEARCH/ACADEMIC PROJECT)** | | | | | | |
| **Programme: *Bachelor of Animation & Design (Honours with Research/Academic Project)*** | | | | **Year: IV** | | **Semester: VIII Paper: IAPC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: IAPC** | | **Academic Project (Portfolio)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * The course involves student researching in an area related to design and is expected to produce an insightful report or a paper on the topic. Students need to choose a topic suggested by a faculty member and work under faculty guidance. The work may involve primary and secondary research, creative exploration out alternatives, experimental set-ups and methodical documentation. Students are encouraged to explore new fields, materials and media, with a focus on analysis. The student is required to present a seminar on the topic at the end of the semester. | | | | | | |
| **Credits: 6** | | | **IAPC Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | Final Show reel of any chosen topic from the curriculum. | | | | 40 | |
| **Unit II** | Final dissertation of any chosen topic from the curriculum. | | | | 50 | |

**Suggested Continuous Evaluation Methods**: Evaluation will be based on final output (Project).

# Semester-IX

**Masters in Animation and Design**

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| --- | --- |
|  | **DISCIPLINE SPECIFIC COURSE (DSC)- MODERN AGE CINEMATOGRAPGHY (THEORY)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course(if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC:Modern Age Cinematography** | **4** | **4** | **0** | **0** | **Bachelor**  **Degree (Honours with R/AP)** | **Nil** |

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| **MASTERS IN ANIMATION & DESIGN** | | | | | | |
| **Programme: *Masters in Animation and Design*** | | | | **Year: V** | | **Semester: IX Paper: DSC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC** | | **Modern Age Cinematography (Theory)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Understand the fundamental principles of cinematography, including lighting, camera operation, composition, and visual storytelling. * Analyze and critique the cinematography of contemporary films, television shows, and online content. * Demonstrate proficiency in operating digital cinema cameras, lenses, and other essential equipment used in modern filmmaking. * Apply lighting techniques to create mood, atmosphere, and visual interest in various cinematic scenarios. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Fundamentals of Cinematography**   * History and Evolution of Cinematography Techniques * Basic Principles of Lighting for Film * Camera Operation and Control * Composition Techniques in Cinematography   Introduction to Visual Storytelling | | | | 15 | |
| **Unit II** | **Advanced Cinematography Techniques**   * Advanced Lighting Techniques and Equipment * Camera Movement and Stabilization * Framing and Blocking for Cinematic Effect * Visual Composition for Emotional Impact   Color Theory and Color Grading | | | | 15 | |
| **Unit III** | **Cinematography in Production**   * Pre-production Planning and Collaboration * On-set Workflow and Communication * Case Studies of Cinematography in Film and Television   Collaboration with Directors and Production Designers | | | | 15 | |
| **Unit IV** | **Personal Vision and Style**   * Developing a Personal Artistic Vision as a Cinematographer * Experimentation with Lighting and Composition Techniques * Critique and Feedback on Creative Projects   Exploring Different Visual Styles and Approaches | | | | 15 | |

### Recommended Readings

* *"Cinematography: Theory and Practice" by Blain Brown*
* *“The Visual Story: Creating the Visual Structure of Film, TV and Digital Media” by Bruce Block*
* *"The Filmmaker's Handbook: A Comprehensive Guide for the Digital Age" by Steven Ascher and Edward Pincus*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Semester-IX

**Masters in Animation and Design**

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|  | **DISCIPLINE SPECIFIC ELECTIVE/GENERIC ELECTIVE (DSE/GE)- AUDIO-VIDEO MIXING (PRACTICAL)** |

**No. of Hours- 120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSE/GE: Audio-Video Mixing (Practical)** | **4** | **0** | **0** | **4** | **Bachelor**  **Degree (Honours with R/AP)** | **Nil** |

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| **MASTERS IN ANIMATION & DESIGN** | | | | | | |
| **Programme: *Masters in Animation and Design*** | | | | **Year: V** | | **Semester: IX Paper: DSE/GE** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSE/GE** | | **Audio-Video Mixing (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Develop a comprehensive understanding of audio and video signals and their manipulation in the context of mixing. * Gain proficiency in using audio and video mixing software and hardware. * Apply advanced audio mixing techniques such as EQ, dynamics processing, and effects to create polished audio tracks. * Apply advanced video mixing techniques such as transitions, effects, and color correction to enhance visual presentations. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Elective/Generic Elective** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Fundamentals of Audio-Video Production & Shooting Techniques**   * Basics of audio and video formats (frame rate, resolution, bit rate) * Types of shots, camera angles, and framing * Camera operations: DSLR/smartphone setups for video * Lighting basics for indoor and outdoor shooting * Audio recording techniques (boom mic, lapel, shotgun) * Planning a shoot (storyboarding, shot division, sync sound) | | | | 30 | |
| **Unit II** | **Video Editing in Adobe Premiere Pro**   * Project setup, importing media, organizing footage * Timeline editing: cuts, trims, ripple edits * Multi-camera editing and synchronizing clips * Basic transitions, speed control, freeze frame * Titles, lower thirds, and basic animation * Color correction and grading using Lumetri tools | | | | 30 | |
| **Unit III** | **Audio Editing & Sound Design in Adobe Audition**   * Importing and syncing audio with video * Noise reduction, EQ, compression, and reverb * Dialogue editing and ADR (Automated Dialogue Replacement) * Sound effects layering and ambient sound design * Mixing background score with voice and effects * Exporting audio mix for video projects | | | | 30 | |
| **Unit IV** | **Audio-Video Integration & Final Project**   * Importing final audio into Premiere Pro * Syncing cleaned and mixed audio with final video * Mastering audio levels for delivery * Exporting using correct formats and codecs (broadcast, web, social) * Final project workflow: shoot → edit → sound → export * Peer review and critique | | | | 30 | |

### Recommended Readings

* "The Audio Mixing Bootcamp" by Bobby Owsinski
* "The Mixing Engineer's Handbook" by Bobby Owsinski
* "Adobe After Effects Classroom in a Book" by Adobe Creative Team
* **Adobe Premiere Pro Classroom in a Book” (Latest Edition)***By Maxim Jago / Adobe Creative Team*
* **“Grammar of the Shot”***By Christopher J. Bowen & Roy Thompson*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Semester-IX

**Masters in Animation and Design**

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| --- | --- |
|  | **DISCIPLINE SPECIFIC ELECTIVE/GENERIC ELECTIVE (DSE/GE)- GAME DESIGN - UNREAL ENGINE (PRACTICAL)** |

**No. of Hours-120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSE/GE: Game Design – Unreal Engine(Practical)** | **4** | **0** | **0** | **4** | **Bachelor**  **Degree (Honours with R/AP)** | **Nil** |

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| **MASTERS IN ANIMATION & DESIGN** | | | | | | |
| **Programme: *Masters in Animation and Design*** | | | | **Year: V** | | **Semester: IX Paper: DSE/GE** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSE/GE** | | **Game Design – Unreal Engine (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Gain proficiency in level design and scripting with Blueprints. * Implement basic game mechanics. * Master advanced game mechanics and AI implementation. * Understand optimization techniques. * Create immersive game environments. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Elective/Generic Elective** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to Unreal Engine**   * Introduction to Unreal Engine * Interface Overview * Content Browser and Asset Management * Basic Level Design * Introduction to Blueprints | | | | 30 | |
| **Unit II** | **Intermediate Unreal Engine Development**   * Advanced Level Design Techniques * Blueprints Scripting: Variables and Functions * Implementing Player Controls and Input * Introduction to Materials and Textures * Lighting and Effects Basics | | | | 30 | |
| **Unit III** | **Advanced Unreal Engine Development**   * Advanced Blueprints Scripting * AI Behavior Trees and Navigation * Optimizing Performance * Advanced Lighting and Effects * Particle Systems and Special Effects | | | | 30 | |
| **Unit IV** | **Specialization and Project Development**   * Choosing a Project * Project Management in Unreal Engine * Specialization: Multiplayer, VR, or Mobile Development * Testing and Debugging * Project Presentation and Portfolio Building | | | | 30 | |

### Recommended Readings

* *"Unreal Engine 4 Game Development in 24 Hours" by Aram Cookson*
* *"Unreal Engine 4 Scripting with C++ Cookbook" by William Sherif, Stephen Whittle*
* *"Mastering Unreal Engine 4.X" by Joshua Kinney*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Semester-IX

**Masters in Animation and Design**

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|  | **DISCIPLINE SPECIFIC ELECTIVE/GENERIC ELECTIVE (DSE/GE)- MOTION GRAPHICS FOR TELEVISION (PRACTICAL)** |

**No. of Hours- 120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSE/GE: Motion Graphics for Television(Practical)** | **4** | **0** | **0** | **4** | **Bachelor**  **Degree (Honours with R/AP)** | **Nil** |

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| **MASTERS IN ANIMATION & DESIGN** | | | | | | |
| **Programme: *Masters in Animation and Design*** | | | | **Year: V** | | **Semester: IX Paper: DSE/GE** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSE/GE** | | **Motion Graphics for Television (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Students will have gained a comprehensive understanding of motion graphics principles and techniques specific to television broadcasting. * They will be able to design and produce visually compelling motion graphics content for various television platforms. * Applying industry-standard software and adhering to professional standards of quality and creativity. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Elective/Generic Elective** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to Motion Graphics**   * Overview of motion graphics and its role in television broadcasting * Historical background and evolution of motion graphics in television * Principles of animation and motion design | | | | 30 | |
| **Unit II** | **Design Principles for Television Motion Graphics**   * Understanding visual hierarchy and composition * Typography and text animation for television * Color theory and its application in motion graphics for television * Incorporating branding and identity elements into motion graphics | | | | 30 | |
| **Unit III** | **Advanced Techniques in Motion Graphics**   * Animation and integration into motion graphics * Special effects and visual enhancements * Advanced compositing techniques * Character animation for television | | | | 30 | |
| **Unit IV** | **Project Development and Portfolio Building**   * Developing a motion graphics project from concept to completion * Client brief interpretation and project planning * Effective project management and time management skills * Presentation and critique of student projects | | | | 30 | |

### Recommended Readings

* *"Design for Motion: Fundamentals and Techniques of Motion Design" by Austin Shaw*
* *"Animating with Adobe After Effects CC: Visual Effects and Motion Graphics Techniques" by Chris Jackson*
* *"The Animator's Survival Kit" by Richard Williams*
* *"Motion Graphics: Principles and Practices from the Ground Up" by Ian Crook and Peter Beare*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Semester-IX

**Masters in Animation and Design**

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|  | **DISCIPLINE SPECIFIC ELECTIVE/GENERIC ELECTIVE (DSE/GE)- CONCEPT OF VEHICLE DESIGN (THEORY)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSE/GE: Concept of Vehicle Design (Theory)** | **4** | **4** | **0** | **0** | **Bachelor**  **Degree (Honours with R/AP)** | **Nil** |

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| **MASTERS IN ANIMATION & DESIGN** | | | | | | |
| **Programme: *Masters in Animation and Design*** | | | | **Year: V** | | **Semester: IX Paper: DSE/GE** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSE/GE** | | **Concept of Vehicle Design (Theory)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Understand the fundamental principles of vehicle design as applied in video games. * Acquire skills in 3D modeling, animation, and integration of vehicles into game environments. * Apply gameplay mechanics and design considerations specific to vehicle-based gameplay. * Develop proficiency in creating concept art and design documents for game vehicles. * Collaborate effectively in a team environment to create compelling vehicle designs for games. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Elective/Generic Elective** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to Vehicle Design in Gaming**   * Overview of vehicle design principles applied in video games * Historical perspective on the evolution of vehicle design in gaming * Understanding the role of vehicles in game mechanics and storytelling * Introduction to different types of vehicles in games: land, air, water, and space | | | | 15 | |
| **Unit II** | **Vehicle Modeling and Animation**   * Fundamentals of 3D modeling for vehicles in game development * Techniques for creating detailed vehicle models and textures * Introduction to rigging and animation for vehicle movement and interaction * Optimization strategies for efficient vehicle assets in game engines | | | | 15 | |
| **Unit III** | **Gameplay Integration and Mechanics**   * Designing vehicle-based gameplay mechanics: controls, physics, and AI behavior * Balancing realism and fun in vehicle handling and performance * Implementing vehicle customization and progression systems * Exploring different game genres featuring vehicle gameplay: racing, action, simulation | | | | 15 | |
| **Unit IV** | **Concept Art and Design Iteration**   * Conceptualizing vehicle designs through sketches, mood boards, and reference gathering * Iterative design process: from initial concepts to final polished designs * Incorporating feedback and iteration loops in vehicle design pipeline * Importance of visual storytelling and thematic consistency in vehicle design | | | | 15 | |

### Recommended Readings

* *"The Art of Game Design: A Book of Lenses" by Jesse Schell*
* *"Game Development Essentials: Game Interface Design" by Kevin Saunders and Jeannie Novak*
* *"3D Game Development with Unity" by Will Goldstone*
* *"Vehicle and Weapon Props Creation in Blender" by Darrin Lile*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Semester-IX

**Masters in Animation and Design**

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|  | **INTERNSHIP/APPRENTICESHIP/PROJECT/COMMUNITY OUTREACH (IAPC)- ACADEMIC PROJECT (MAKING VIDEO GAME CONCEPT/MOTION GRAPGICS)** |

**No. of Hours- 90**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **IAPC: Academic Project** | **6** | **0** | **0** | **6** | **Bachelor**  **Degree (Honours with R/AP)** | **Nil** |

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| **MASTERS IN ANIMATION & DESIGN** | | | | | | |
| **Programme: *Masters in Animation and Design*** | | | | **Year: V** | | **Semester: IX Paper: IAPC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: IAPC** | | **Academic Project (Making Video game concept/ Motion Graphics)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * The course involves student researching in an area related to design and is expected to produce an insightful report or a paper on the topic. * Students need to choose a topic suggested by a faculty member and work under faculty guidance. The work may involve primary and secondary research, creative exploration out alternatives, experimental set-ups and methodical documentation. * Students are encouraged to explore new fields, materials and media, with a focus on analysis. The student is required to present a seminar on the topic at the end of the semester. | | | | | | |
| **Credits: 6** | | | **IAPC Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | Student need to submit ideation, script, story, storyboard | | | | 40 | |
| **Unit II** | Need to submit at least 3 level of game design or 50 secs motion graphics | | | | 50 | |

**Suggested Continuous Evaluation Methods**: Evaluation will be based on final output (Project).

# Semester-X

**Masters in Animation and Design**

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|  | **DISCIPLINE SPECIFIC COURSE (DSC)- BRANDING PACKAGE AND DIGITAL MARKETING DESIGN (THEORY)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSC: Branding Package& Digital Marketing (Theory)** | **4** | **4** | **0** | **0** | **Bachelor**  **Degree (Honours with R/AP)** | **Nil** |

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| **MASTERS IN ANIMATION & DESIGN** | | | | | | |
| **Programme: *Masters in Animation and Design*** | | | | **Year: V** | | **Semester: X**  **Paper: DSC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSC** | | **Branding Package & Digital Marketing (Theory)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Understand the concept of branding and its importance in digital marketing. * Identify key elements of a brand package. * Explain the basics of digital marketing and its relevance to branding. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to Branding and Digital Marketing**   * Definition and importance of branding * Elements of a brand package (logo, colors, typography, etc.) * Overview of digital marketing channels (social media, SEO, email marketing, etc.) | | | | 15 | |
| **Unit II** | **Brand Identity and Design**   * Brand identity development process * Principles of graphic design (layout, typography, color theory) * Creating visual assets (logo design, brand guidelines) | | | | 15 | |
| **Unit III** | **Digital Marketing Strategies**   * Digital marketing strategy development * Content marketing and storytelling * Social media marketing * Search Engine Optimization (SEO) | | | | 15 | |
| **Unit IV** | **Branding in the Digital Age**   * Challenges of digital branding (brand consistency, consumer engagement) * Emerging trends in digital branding (AI, VR, AR) * Innovative branding strategies (influencer marketing, experiential marketing) | | | | 15 | |

### Recommended Readings

* *"Building Strong Brands" by David A. Aaker*
* *"Logo Design Love: A Guide to Creating Iconic Brand Identities" by David Airey*
* *"The Digital Transformation Playbook: Rethink Your Business for the Digital Age" by David L. Rogers*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Semester-X

**Masters in Animation and Design**

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|  | **DISCIPLINE SPECIFIC ELECTIVE/GENERIC ELECTIVE (DSE/GE)- UX/UI FOR WEB DESIGNING (PRACTICAL)** |

**No. of Hours- 120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSE/GE: UX/UI for Web Designing (Practical)** | **4** | **0** | **0** | **4** | **Bachelor**  **Degree (Honours with R/AP)** | **Nil** |

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| **MASTERS IN ANIMATION & DESIGN** | | | | | | |
| **Programme: *Masters in Animation and Design*** | | | | **Year: V** | | **Semester: X**  **Paper: DSE/GE** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSE/GE** | | **UX/UI for Web Designing (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Demonstrate a deep understanding of advanced UX/UI principles and methodologies. * Design and prototype complex web interfaces using industry-standard tools and techniques. * Conduct usability tests and analyze user feedback to iteratively improve designs. * Apply responsive design principles to create seamless user experiences across devices. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Elective/Generic Elective** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Advanced Interaction Design**   * Understanding advanced principles of interaction design * Designing for complex user interactions and gestures * Advanced prototyping techniques using tools like Adobe XD or Figma | | | | 30 | |
| **Unit II** | **Information Architecture and Navigation Design**   * Information architecture principles for organizing complex web content * Advanced navigation design patterns and best practices * Conducting card sorting and tree testing for information architecture validation | | | | 30 | |
| **Unit III** | **Usability Testing and Feedback Analysis**   * Planning and conducting advanced usability tests * Analyzing user feedback and behavior using quantitative and qualitative methods * Iterative design based on usability test results | | | | 30 | |
| **Unit IV** | **Responsive Design and Emerging Technologies**   * Advanced techniques for creating responsive web designs * Designing for new and emerging devices (e.g., wearables, voice interfaces) * Exploring the impact of emerging technologies (e.g., AR/VR) on UX/UI design | | | | 30 | |

### Recommended Readings

* *"Don't Make Me Think: A Common Sense Approach to Web Usability" by Steve Krug*
* *"Designing Interfaces: Patterns for Effective Interaction Design" by Jenifer Tidwell*
* *"The Elements of User Experience: User-Centered Design for the Web and Beyond" by Jesse James Garrett*
* *"Responsive Web Design" by Ethan Marcotte*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Semester-X

**Masters in Animation and Design**

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|  | **DISCIPLINE SPECIFIC ELECTIVE/GENERIC ELECTIVE (DSE/GE)- FILM ANALYSIS (THEORY)** |

**No. of Hours-60**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSE/GE: Film Analysis (Theory)** | **4** | **4** | **0** | **0** | **Bachelor**  **Degree (Honours with R/AP)** | **Nil** |

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| **MASTERS IN ANIMATION & DESIGN** | | | | | | |
| **Programme: *Masters in Animation and Design*** | | | | **Year: V** | | **Semester: X**  **Paper: DSE/GE** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSE/GE** | | **Film Analysis (Theory)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Demonstrate a comprehensive understanding of film analysis theories and methodologies. * Analyze and interpret various elements of film including narrative structure, cinematography, editing, sound, and mise-en-scène. * Critically evaluate films within their cultural, historical, and social contexts. * Communicate their analyses effectively through written and oral presentations. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Elective/Generic Elective** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to Film Analysis**   * Understanding the language of cinema * Basic elements of film analysis: narrative, cinematography, editing, sound, mise-en-scène * Key film theories and methodologies | | | | 15 | |
| **Unit II** | **Narrative Structure and Storytelling**   * Classical Hollywood narrative structure * Alternative narrative structures (e.g., non-linear storytelling) * Character development and arcs * Genre conventions and subversions | | | | 15 | |
| **Unit III** | **Cinematography and Visual Style**   * Camera techniques and movements * Lighting and color theory * Framing and composition * Visual symbolism and motifs | | | | 15 | |
| **Unit IV** | **Sound and Editing**   * Role of sound in film (e.g., dialogue, music, sound effects) * Sound design and editing techniques * Continuity editing vs. montage * Pacing and rhythm in editing | | | | 15 | |

### Recommended Readings

* *"Film Art: An Introduction" by David Bordwell and Kristin Thompson*
* *"Understanding Movies" by Louis Giannetti*
* *"How to Read a Film: Movies, Media, and Beyond" by James Monaco*
* *"Film Theory and Criticism: Introductory Readings" edited by Leo Braudy and Marshall Cohen*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Semester-X

**Masters in Animation and Design**

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|  | **DISCIPLINE SPECIFIC ELECTIVE/GENERIC ELECTIVE (DSE/GE)- MATCH MOVING 3D ADVANCED COMPOSITION(PRACTICAL)** |

**No. of Hours- 120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSE/GE: Match Moving 3D & Advanced Composition (Practical)** | **4** | **0** | **0** | **4** | **Bachelor**  **Degree (Honours with R/AP)** | **Nil** |

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| **MASTERS IN ANIMATION & DESIGN** | | | | | | |
| **Programme: *Masters in Animation and Design*** | | | | **Year: V** | | **Semester: X**  **Paper: DSE/GE** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSE/GE** | | **Match Moving 3D & Advanced Composition (Practical)** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Understand the principles of match moving and its applications in visual effects. * Develop proficiency in using industry-standard software for match moving and compositing. * Apply advanced composition techniques to create seamless integration of 3D elements into live-action footage. * Analyze and troubleshoot common issues in match moving and compositing projects. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Elective/Generic Elective** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Introduction to Match Moving**   * Understanding match moving principles * Types of match moving: 2D tracking, 3D tracking, camera tracking * Introduction to industry-standard match moving software | | | | 30 | |
| **Unit II** | **3D Match Moving Techniques**   * Advanced camera tracking techniques * Solving complex camera movements * Integrating 3D objects into live-action footage | | | | 30 | |
| **Unit III** | **Advanced Composition Techniques**   * Introduction to advanced composition principles * Layering and blending techniques * Matte painting and set extensions | | | | 30 | |
| **Unit IV** | **Specialized Applications and Project Work**   * Introduction to specialized match moving applications (e.g., object tracking, facial tracking) * Project-based learning: Students work on individual or group projects integrating match moving and advanced composition techniques * Critique and feedback sessions | | | | 30 | |

### Recommended Readings

* *"The Art and Science of Digital Compositing" by Ron Brinkmann*
* *"Matchmoving: The Invisible Art of Camera Tracking" by Tim Dobbert*
* *"The Green Screen Handbook: Real-World Production Techniques" by Jeff Foster*

**Suggested Continuous Evaluation Methods**: Seminar/ Presentation on any topic related to syllabus, Examination/Practical/ Internal/External Test with MCQs/short & long questions, attendance and participation in the class.

# Semester-X

**Masters in Animation and Design**

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|  | **DISCIPLINE SPECIFIC ELECTIVE/GENERIC ELECTIVE (DSE/GE)- ADVANCED ILLUSTRATION – COMIC BOOK (PRACTICAL)** |

**No. of Hours-120**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

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| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **DSE/GE: Advanced Illustration – Comic Book (Practical)** | **4** | **0** | **0** | **4** | **Bachelor**  **Degree (Honours with R/AP)** | **Nil** |

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| **MASTERS IN ANIMATION & DESIGN** | | | | | | |
| **Programme: *Masters in Animation and Design*** | | | | **Year: V** | | **Semester: X**  **Paper: DSE/GE** |
| **Subject: Animation & Design** | | | | | | |
| **Course: DSE/GE** | | **Advanced Illustration – Comic Book (Practical**) | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Develop advanced skills in character design, storytelling, and sequential art. * Gain proficiency in digital illustration software and tools. * Create original comic book pages demonstrating a strong grasp of composition, perspective, and visual narrative. * Explore various artistic styles and techniques to develop a unique artistic voice. | | | | | | |
| **Credits: 4** | | | **Discipline Specific Elective/Generic Elective** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | **Foundations of Comic Book Illustration**   * Introduction to the history and evolution of comic books. * Understanding the role of illustration in storytelling. * Fundamentals of character design and development. * Basic principles of composition, layout, and paneling. | | | | 30 | |
| **Unit II** | **Advanced Character Design and Penciling Techniques**   * Exploring advanced character design principles. * Anatomy studies and dynamic posing. * Mastering penciling techniques for comic book art. * Creating expressive characters and conveying emotions. | | | | 30 | |
| **Unit III** | **Digital Inking and Coloring**   * Introduction to digital illustration software (e.g., Adobe Photoshop, Clip Studio Paint). * Techniques for digital inking and line art refinement. * Understanding color theory and its application in comic book illustration. * Digital coloring techniques: Flatting, rendering, and special effects. | | | | 30 | |
| **Unit IV** | **Sequential Art and Portfolio Development**   * Advanced storytelling techniques for sequential art. * Crafting engaging page layouts and visual storytelling. * Finalizing comic book pages: Inking, coloring, and lettering. * Building a professional portfolio for submission to publishers or clients. | | | | 30 | |

### Recommended Readings

* *"Understanding Comics: The Invisible Art" by Scott McCloud*
* *"Drawing Cutting Edge Comics" by Christopher Hart*
* *"Making Comics: Storytelling Secrets of Comics, Manga and Graphic Novels" by Scott McCloud*
* *"Framed Ink: Drawing and Composition for Visual Storytellers" by Marcos Mateu-Mestre*

**Suggested Continuous Evaluation Methods**: Since the class is conceived as learner-centric and built around tasks that require learners to actively use various language skills, formative assessment can and should be used extensively. Oral presentations, peer interviews, and group tasks can be used for this purpose. The end-semester written examination will test all the areas targeted in the course.

# Semester-X

**Masters in Animation and Design**

|  |  |
| --- | --- |
|  | **INTERNSHIP/APPRENTICESHIP/PROJECT/COMMUNITY OUTREACH (IAPC)- INTERNSHIP** |

**No. of Hours- 90**

## CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Course Title** | **Credits** | **Credit distribution of the Course** | | | **Eligibility criteria** | **Prerequisite of the course (if any)** |
| **Lecture** | **Tutorial** | **Practical/Practice** |
| **IAPC: Internship** | **6** | 0 | **0** | **6** | **Bachelor**  **Degree (Honours with R/AP)** | **Nil** |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **MASTERS IN ANIMATION & DESIGN** | | | | | | |
| **Programme: *Masters in Animation and Design*** | | | | **Year: V** | | **Semester: X**  **Paper: IAPC** |
| **Subject: Animation & Design** | | | | | | |
| **Course: IAPC** | | **Internship** | | | | |
| **Course Outcomes:**  After studying this course, the students will be able to:   * Gain first hand exposure of working in the real world. * Allow harnessing skills, knowledge and theoretical practice learnt during the course. * Develop and refine skills to suit the industry demands and build a strong network with professionals in the field. * Gain confidence and improve chances as a job applicant. | | | | | | |
| **Credits: 6** | | | **IAPC Course** | | | |
| **Max. Marks: As per Univ. rules** | | | **Min. Passing Marks: As per Univ. rules** | | | |
| **Unit** | **Topic** | | | | **No. of Hours** | |
| **Unit I** | * Internship will be undertaken with any reputed organization/Industry/NGO and will be evaluated by an Internal examiner. | | | | 90 | |

**Suggested Continuous Evaluation Methods**: Evaluation will be based on final output (Internship Report& Project)