

FACULTY OF VOCATIONAL STUDIES

SYLLABUS FOR

**Master of Vocation (Animation and VFX)
(Semester I-IV)**

(Under Credit Based Continuous Evaluation Grading System)

Session: 2022-23



The Heritage Institution

**KANYA MAHA VIDYALAYA
JALANDHAR
(Autonomous)**

MASTER OF VOCATION (M.VOC.) PROGRAMME

PROGRAMME OUTCOMES: Students opting for Master of Vocation Programmes on course completion/exit points will be able to:

PO1: get better job opportunities and can make informed choices due to enhanced employability and skill-set owing to Industrial exposure through internships/ training in the specific work area of choice.

PO2: understand, develop and observe work practices and ethics required to sustain and grow professionally in the industry concerned.

PO3: adapt to the work environment and are able to work on time-bound assignments/projects individually or within a team, for a company or as a freelancer.

PO4: apply knowledge acquired during the course to update w.r.t changing Industrial requirements and stay relevant to the job-at-hand.

SEMESTER I
COURSE CODE: MVAL-1111
Fundamentals of Design and Animation

Course Outcomes:

After passing this course the student will be able to:

CO1: Develop the fundamental understanding of CGI

CO2: Understand and apply various elements of design

CO3: Get an overview of animation techniques beginning from early Disney animation processes

CO4: Understand and implement the principles of animation in their artwork/animation.

SEMESTER I
COURSE CODE: MVAM-1112
Foundation Course on Animation

The objective of this course is to develop Visual and creative aspect of an Artist and teach required skills for an artist like proportion, perspective, anatomy study, light & shade, different sketching styles, different art mediums etc.

After passing this course the students will be able to:

CO1: Express their ideas both verbally and through drawings

CO2: Understand the use of proportion, volume, perspective, sketching from memory and 7 visual elements of art.

CO3: Apply light and shade and body proportion (anatomy) in drawings.

CO4: Capable to discuss the role of observation & Importance of composition with the professionals in the field.

CO5: Will able to design cartoon character, or a composition.

SEMESTER I
COURSE CODE: MVAM-1113
Basics of Photography

Course Outcomes:

CO1: After passing this course the student will be able to:

CO2: understand and differentiate different types of digital photography

CO3: utilize various camera settings to the best as per requirement of the shot

CO4: understand various angles and shot depending on their relevance

SEMESTER I
COURSE CODE: MVAP-1114
Introduction to 2D Animation

Course Outcomes:

After passing this course the student will be able to:

CO1: understand the interface, basic tools, navigation and drawing basic shapes in Adobe Flash

CO2: work on a 2D platform using basic techniques.

CO3: understand the production pipeline of 2d better by hands-on and practice

CO4: apply different animation techniques/ animation principles learned so far in the course.

SEMESTER I
COURSE CODE: MVAP-1115
Introduction to 3D Animation

Course Outcomes:

After passing this course the student will be able to:

CO1: understand the interface, basic tools and navigation

CO2: work in 3D environment

CO3: use the timeline & basic animation tools

SEMESTER I
COURSE CODE: MVAP-1116
Graphic Designing- Advanced

Course Outcomes:

After passing this course the student will be able to:

CO1: Apply their understanding of design elements and its principles on practical exercises

CO2: Apply various types of image manipulation techniques

CO3: Work on real-time projects like designing of banners, brochures, matte paintings, movie posters applying fundamentals of graphic designing

SEMESTER I
COURSE CODE: MVAD-1117
Minor Project – I

Course Outcomes:

The students through their project will be able to:

CO1: Apply the various tools and techniques learned in the course.

CO2: Understand the life cycle of the project and the various stages that leads to the final outcome.

CO3: Will learn to interact and communicate and work in a team.

SEMESTER II
COURSE CODE: MVAL-2111
Project Management in Animation

Course Outcomes:

On the successful completion of the course students will be able to:

CO1: the various stages of project starting from planning, through production and finally to post production.

CO2: learn managing a project observing timeframe/deadlines of various deliverables.

CO3: know how various project management tools help to manage projects effectively.

SEMESTER II
COURSE CODE: MVAM-2112
Workplace Health and Safety

Course Outcomes:

On the successful completion of the course students will be able to:

CO1: understand various workplace-related hazards, emergency situations

CO2: understand and observe safety guidelines

CO3: will learn to know the types, symptoms and ways to handle medical conditions

SEMESTER II
COURSE CODE: MVAP-2113
Video Editing

Course Outcomes:

After passing this course the student will be able to:

- CO1: Know about editing basics, tools and video production process
- CO2: Get Knowledge of working with footages in an editing software.
- CO3: Learn different types of editing techniques
- CO4: Edit a short film or music videos.

SEMESTER II
COURSE CODE: MVAP-2115
2D Digital Animation - Advanced

Course Outcomes:

On the successful completion of the course students will be able to:

CO1: understand the usage of timeline, setting frame rate, keyframing the concepts fundamental to 2D Animation process

CO2: design a character ready to animate

CO3: animate the character with life like expression and emotions

SEMESTER II
COURSE CODE: MVAP-2116
3D Modeling in Maya- Advanced

Course Outcomes:

On the successful completion of the course students will be able to:

CO1: apply various 3D modelling techniques for Surface modelling, Nurbs modelling, polygon modeling

CO2: create a 3D model of an interior or exterior

CO3: model a 3D character with blend shapes

SEMESTER II
COURSE CODE: MVAD-2117
Minor Project - II

Course Outcomes:

On the successful completion of the course students will be able to:

CO1: learn the application of principles of animation while working on a 2D project

CO2: have first-hand experience of the lifecycle of a project and the various stages of production

CO3: develop a short 2D animation clip (minimum 750 frames)

SEMESTER III
COURSE CODE: MVAM-3111
Experimenting and Research in Animation

Course Outcomes:

On completion of this course, the students will:

CO1: know the types and methodologies used in research

CO2: be able to cite and reference using popular methods

CO3: have know-how of copyrights, IPRs and plagiarism and concerned provisions

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SEMESTER III
COURSE CODE: MVAM-3112
Lighting, Texturing and Rendering

Course Outcomes:

On completion of this course, the students will:

CO1: get to know about the different shading, properties and application.

CO2: be able to apply lighting in interior and exterior scenes.

CO3: be able to learn and apply 3D rendering process.

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SEMESTER III

COURSE CODE: MVAM-3113

Acting for Animation

Course Outcomes:

On completion of this course, the students will:

CO1: to understand the various aesthetics of acting to animating characters

CO2: learn to observe human actions and expressions.

CO3: be able to draw parallels in human acting and animation to make it real and impactful.

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SEMESTER III

COURSE CODE: MVAP-3114

Motion Graphics

Course Outcomes:

On completion of this course, the students will:

CO1: learn the basics (composition, settings etc.) of motion graphics

CO2: be able to create compelling motion graphics using various effects

CO3: be able to use motion graphics depending upon the field of application

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SEMESTER III

COURSE CODE: MVAP-3115

3D Character Animation using Maya

Course Outcomes:

On completion of this course, the students will:

CO1: learn to generate 3D Animation following various principles of animation

CO2: learn to animate characters realistically depicting expressions and emotions

CO3: be able to create and animate a dialogue scene.

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SEMESTER III

COURSE CODE: MVAP-3116

Visual Effects (VFX)

Course Outcomes:

On completion of this course, the students will:

CO1: learn to use various compositing techniques, effects and tools to generate Visual effects

CO2: learn to apply dynamic simulation i.e. fire, dust, rain etc.

CO3: be able to demonstrate their work confidently with After Effects/3D Maya software

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SEMESTER III

COURSE CODE: MVAD-3117

Minor Project - III

Course Outcomes:

On successful completion of this course the student will be able to:

CO1: apply various tools and techniques studied during the course on a practical usage

CO2: will get experience of specific requirements and outcome of different stages of any 2D/3D project

CO3: get to know how to tailor the project as per the target audience and make it more realistic and relevant

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SEMESTER IV

COURSE CODE: MVAM-4111

Career Management

Course Outcomes:

On completion of this course, the students will:

CO1: learn formal/informal ways of communication and presentation

CO2: learn to make creative use of skills like digital resume/ motion graphics to advantage

CO3: learn to use various platforms available to increase visibility and opportunities

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SEMESTER IV

COURSE CODE: MVAM-4112

Digital Art Copyrights

Course Outcomes:

On completion of this course, the students will:

CO1: become aware of various copyright laws applicable to digital Art

CO2: get to know how to protect their own creations

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SEMESTER VI
COURSE CODE: MVAI- 4113
INDUSTRIAL TRAINING WITH MAJOR PROJECT

Course Outcomes:

On successful completion of this course the student will be able to:

CO1: get exposure on how to work in a professional environment

CO2: understand the division of work and workflow followed to meet deadlines

CO3: apply tools learned during the course