

FACULTY OF VOCATIONAL STUDIES

SYLLABUS FOR

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

(Under Credit Based Continuous Evaluation Grading System)

Session: 2020-21



The Heritage Institution

**KANYA MAHA VIDYALAYA
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(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.

Programme Specific Outcomes

Students opting for Master of Vocation (Animation) Programme on course completion/ exit points will be able to:

PSO1. Understand the animated or live film making process different stages i.e., pre-production, Production and Post Production.

PSO2. Will be able to Implement the use of storyboarding, Screenplay, Foundation Art, in essential pre-production process to develop a film concept.

PSO3. Demonstrate & implement the knowledge of principles of animation and of graphic design in 2d animation and in various aspects of 3D animation namely 3d modelling, texturing & Lighting, rigging & animation during the production phase.

PSO4. Will be able to implement the use of audio editing, video editing, and VFX in final Post –production.

PSO5. Capable of producing research and development-oriented portfolio of artwork that integrates the principles, techniques and skills acquired in the coursework (primarily Graphic design, 3d modelling, texturing & Lighting, rigging & animation and video editing).

Master of Vocation (Animation & VFX)
Session: 2021-22

Scheme and Curriculum of Examination of Two-year Degree Programme
Master of Vocation (Animation and VFX)
Semester I
Session 2021-22

Course code	Course Title	Course Type	Credits		Marks				Examination Time in Hours
			L-T-P	Total	Total	Ext.		CA	
						L	P		
MVAL-1111	Fundamentals of Design and Animation	C	4-0-0	4	50	40	-	10	3(Theory)
MVAM-1112	Foundation Course on Animation	C	2-0-2	4	50	25	15	10	3(Practical)
MVAM-1113	Basics of Photography	C	2-0-2	4	50	25	15	10	3(Theory) 3(Practical)
MVAP-1114	Introduction to 2D Animation	S	0-0-4	4	100	-	80	20	3(Practical)
MVAP-1115	Introduction to 3D Animation	S	0-0-4	4	100	-	80	20	3(Practical)
MVAP-1116	Graphic Designing – Advanced	S	0-0-4	4	100	-	80	20	3(Practical)
MVAD-1117	Minor Project – I	S	0-0-6	6	100	-	80	20	3(Practical)
	Total			30	550				

Note: C – Compulsory
S – Skill Enhancement

Master of Vocation (Animation & VFX)
Session: 2021-22
Scheme and Curriculum of Examination of Two-year Degree Programme
Master of Vocation (Animation and VFX)
Semester II
Session 2021-22

Course code	Course Title	Course Type	Credits		Marks				Examination Time in Hours
			L-T-P	Total	Total	Ext.		CA	
						L	P		
MVAL-2111	Project Management in Animation	C	4-0-0	4	50	40	-	10	3
MVAM-2112	Workplace Health and Safety	C	2-0-2	4	50	25	15	10	3+3
MVAP-2113	Video Editing	C	0-0-4	4	50	-	40	10	3
MVAP-2114	Storyboarding, Animatics and Screenplay	S	0-0-4	4	100	-	80	20	3
MVAP-2115	2D Digital Animation –Advanced	S	0-0-4	4	100	-	80	20	3
MVAP-2116	3D Modeling in Maya – Advanced	S	0-0-4	4	100	-	80	20	3
MVAD-2117	Minor Project – II	S	0-0-6	6	100	-	80	20	3
	Total			30	550				

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Master of Vocation (Animation & VFX)
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Master of Vocation (Animation and VFX)
Semester III
Session 2021-22

Course code	Course Title	Course Type	Credits		Marks				Examinati on Time in Hours
			L-T-P	Total	Total	Ext.		C A	
						L	P		
MVAM-3111	Experimenting and Research in Animation	C	3-0-1	4	50	25	15	10	3+3
MVAM-3112	Lighting, Texturing and Rendering	C	3-0-1	4	50	25	15	10	3+3
MVAM-3113	Acting for Animation	C	3-0-1	4	50	25	15	10	3+3
MVAP-3114	Motion Graphics	S	0-0-4	4	100	-	80	20	3
MVAP-3115	3D Character Animation using Maya	S	0-0-4	4	100	-	80	20	3
MVAP-3116	Visual Effects (VFX)	S	0-0-4	4	100	-	80	20	3
MVAD-3117	Minor Project - III	S	0-0-6	6	100	-	80	20	3
	Total			30	550				

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Master of Vocation (Animation and VFX)
Semester IV
Session 2021-22

Course code	Course Title	Course Type	Credits		Marks				Examination Time in Hours
			L-T-P	Total	Total	Ext.		CA	
						L	P		
MVAM-4111	Career Management	C	4-0-2	6	75	30	30	15	3+3
MVAM-4112	Digital Art Copyrights	C	4-0-2	6	75	30	30	15	3+3
MVAI-4113	Industrial Training with Major Project	S	0-0-18	18	250	-	250	-	3
				30	400				

Note: C – Compulsory

S – Skill Enhancement

Master of Vocation (Animation & VFX)
Session: 2021-22
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.

Master of Vocation (Animation & VFX)
Session: 2021-22
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.

Master of Vocation (Animation & VFX)

Session: 2021-22

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

Master of Vocation (Animation & VFX)

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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.

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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

Master of Vocation (Animation & VFX)
Session: 2021-22
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.

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Session: 2021-22
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.

Master of Vocation (Animation & VFX)
Session: 2021-22
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

Master of Vocation (Animation & VFX)
Session: 2021-22
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.

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SEMESTER II

COURSE CODE: MVAP-2114

Storyboarding, Animatics and Screenplay

Course Outcomes:

After passing this course the student will be able to:

CO1: know about importance of different styles of storyboard

CO2: Know about Story, script and storyboard and its importance in film.

CO3: Get knowledge of all elements of a film

CO4: Write a screenplay.

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Session: 2021-22
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

Master of Vocation (Animation & VFX)

Session: 2021-22

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

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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)

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Session: 2021-22
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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Master of Vocation (Animation & VFX)

Session: 2021-22

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.

Master of Vocation (Animation & VFX)
Session: 2021-22
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.

Master of Vocation (Animation & VFX)
Session: 2021-22
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

Master of Vocation (Animation & VFX)
Session: 2021-22
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.

Master of Vocation (Animation & VFX)
Session: 2021-22
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

Master of Vocation (Animation & VFX)
Session: 2021-22
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

Master of Vocation (Animation & VFX)
Session: 2021-22
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

Master of Vocation (Animation & VFX)

Session: 2021-22

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

Master of Vocation (Animation & VFX)
Session: 2021-22
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