

FACULTY OF VOCATIONAL STUDIES

SYLLABUS FOR

**Bachelor of Vocation (Animation)
(Semester I-VI)**

(Under Credit Based Continuous Evaluation Grading System)

Session: 2022-23



The Heritage Institution

**KANYA MAHA VIDYALAYA
JALANDHAR
(Autonomous)**

BACHELOR OF VOCATION PROGRAMME

PROGRAMME OUTCOMES: Students opting for Bachelor of Vocation (B.Voc.) Programmes on course completion/exit points will be able to:

PO1: get better job opportunities and can make informed choices due to enhanced 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: communicate messages effectively within a team as well as to business clients/customers through written communication such as email, letters, reports, memos etc and verbal communication like a telephonic conversation or PowerPoint presentation to a group.

PO4: 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.

PO5: apply knowledge acquired during the course to update w.r.t changing Industrial requirements and stay relevant to the job-at-hand.

Bachelor of Vocation (Animation)
Session: 2022-23

Programme Specific Outcomes: Students opting for Bachelor 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. 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, graphic design, 2d animation, 3d modelling, texturing & Lighting, rigging & animation in Production process.

PSO4. To implement the use of audio editing, video editing, and VFX in Post –production

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

PSO6. Gain real world project experience throughout their learning cycle, & Internships (Industry Exposure) that helps them to better understand the roles and processes in wide range of computer-generated design and animation careers.

PSO7. Enhance career prospects based on skill areas and make them employable in different segments of Media and Entertainment industry.

SEMESTER I
COURSE CODE: BVAL-1421
PUNJABI(COMPULSORY)

Course Outcomes:

CO1: ਆਤਮ ਅਨਾਤਮ ਪੁਸਤਕ ਦੇ ਕਵਿਤਾ ਭਾਗ ਨੂੰ ਪੜ੍ਹਾਉਣ ਦਾ ਮਨੋਰਥ ਵਿਦਿਆਰਥੀਆਂ ਅੰਦਰ ਕਵਿਤਾ ਪ੍ਰਤੀ ਦਿਲਚਸਪੀ, ਸੂਝ ਨੂੰ ਪੈਦਾ ਕਰਨਾ ਹੈ ਤਾਂ ਕਿ ਉਹ ਆਧੁਨਿਕ ਦੌਰ ਵਿਚ ਚੱਲ ਰਹੀਆਂ ਕਾਵਿਧਾਰਾਵਾਂ ਅਤੇ ਕਵੀਆਂ ਬਾਰੇ ਗਿਆਨ ਹਾਸਿਲ ਕਰ ਸਕਣ। ਇਸ ਦਾ ਹੋਰ ਮਨੋਰਥ ਕਵਿਤਾ ਦੀ ਵਿਆਖਿਆ, ਵਿਸ਼ਲੇਸ਼ਣ ਤੇ ਮੁਲੰਕਣ ਦੀ ਪ੍ਰਕਿਰਿਆ ਤੋਂ ਜਾਣੂ ਕਰਾਉਣਾ ਵੀ ਹੈ ਤਾਂ ਕਿ ਉਹ ਸਮਕਾਲੀ ਸਮਾਜ ਦੀਆਂ ਸਮੱਸਿਆਵਾਂ ਨੂੰ ਸਮਝ ਸਕਣ ਅਤੇ ਆਲੋਚਨਾਤਮਕ ਦ੍ਰਿਸ਼ਟੀ ਬਣਾ ਸਕਣ।

CO2: ਗਿਆਨ ਮਾਲਾ (ਵਿਗਿਆਨਕ ਤੇ ਸਮਾਜ ਵਿਗਿਆਨਕ ਲੇਖਾਂ ਦਾ ਸੰਗ੍ਰਹਿ) ਪੁਸਤਕ ਨੂੰ ਸਿਲੇਬਸ ਵਿਚ ਸ਼ਾਮਿਲ ਕਰ ਕੇ ਵਿਦਿਆਰਥੀਆਂ ਅੰਦਰ ਪੜ੍ਹਣ ਦੀ ਰੁਚੀ ਨੂੰ ਪੈਦਾ ਕਰਨਾ ਹੈ ਅਤੇ ਮੁੱਲਵਾਨ ਗਿਆਨ ਦੇਣਾ ਹੈ।

CO3: ਪੈਰਾ ਰਚਨਾ ਅਤੇ ਪੈਰਾ ਪੜ੍ਹ ਕੇ ਪ੍ਰਸ਼ਨਾਂ ਦੇ ਉਤਰ ਦੇਣ ਦਾ ਮਨੋਰਥ ਵਿਦਿਆਰਥੀਆਂ ਦੀ ਬੁੱਧੀ ਨੂੰ ਤੀਖਣ ਕਰਦਿਆਂ ਉਨਾਂ ਦੀ ਲਿਖਣ ਪ੍ਰਤਿਭਾ ਨੂੰ ਉਜਾਗਰ ਕਰਨਾ ਹੈ।

CO4: ਧੁਨੀ ਵਿਉਂਤ ਪੜ੍ਹਣ ਨਾਲ ਵਿਦਿਆਰਥੀ ਧੁਨੀਆਂ ਦੀ ਉਚਾਰਨ ਪ੍ਰਣਾਲੀ ਤੋਂ ਵਾਕਫ਼

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER I
COURSE CODE: BVAL-1031
BASIC PUNJABI

Course Outcomes:

CO1: ਮੁੱਢਲੀ ਪੰਜਾਬੀ ਪੜ੍ਹਾਉਣ ਦਾ ਮਨੋਰਥ ਵਿਦਿਆਰਥੀਆਂ ਨੂੰ ਪੰਜਾਬੀ ਭਾਸ਼ਾ ਨੂੰ ਸਿਖਾਉਣ ਦੀ ਪ੍ਰਕਿਰਿਆ ਵਿਚ ਪਾ ਕੇ ਇਕ ਹੋਰ ਭਾਸ਼ਾ ਸਿੱਖਣ ਦਾ ਮੌਕਾ ਪ੍ਰਦਾਨ ਕਰਨਾ ਹੈ।

CO2: ਇਸ ਵਿਚ ਵਿਦਿਆਰਥੀ ਨੂੰ ਬਾਰੀਕਬੀਨੀ ਨਾਲ ਭਾਸ਼ਾ ਦਾ ਅਧਿਐਨ ਕਰਵਾਇਆ ਜਾਵੇਗਾ।

CO3: ਵਿਦਿਆਰਥੀਆਂ ਨੂੰ ਪੰਜਾਬੀ ਸ਼ਬਦ ਰਚਨਾ ਤੋਂ ਜਾਣੂ ਕਰਵਾਇਆ ਜਾਵੇਗਾ।

CO4: ਮੁੱਢਲੀ ਪੰਜਾਬੀ ਪੜ੍ਹਾਉਣ ਦਾ ਮਨੋਰਥ ਵਿਦਿਆਰਥੀਆਂ ਨੂੰ ਨਿੱਤ ਵਰਤੋਂ ਦੀ ਪੰਜਾਬੀ ਸ਼ਬਦਾਵਲੀ ਬਾਰੇ ਦੱਸਣਾ ਹੈ।

CO5: ਮੁੱਢਲੀ ਪੰਜਾਬੀ ਪੜ੍ਹਾਉਣ ਦਾ ਮਨੋਰਥ ਵਿਦਿਆਰਥੀਆਂ ਦਾ ਸ਼ਬਦ ਘੇਰਾ ਵਿਸ਼ਾਲ ਕਰਨਾ ਹੈ।

CO6: ਵਿਦਿਆਰਥੀਆਂ ਨੂੰ ਪੰਜਾਬੀ ਵਿਚ ਹਫਤੇ ਦੇ ਸੱਤ ਦਿਨਾਂ ਦੇ ਨਾਂ, ਬਾਰਾਂ ਮਹੀਨਿਆਂ ਦੇ ਨਾਂ, ਰੁੱਤਾਂ ਦੇ ਨਾਂ, ਇਕ ਤੋਂ ਸੌ ਤੱਕ ਗਿਣਤੀ ਸ਼ਬਦਾਂ ਵਿਚ ਸਿਖਾਉਣਾ ਹੈ।

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER I
COURSE CODE: BVAL-1102
COMMUNICATION SKILL IN ENGLISH

Course Outcomes:

At the end of this course, the students will develop the following Skills:

CO 1: Reading skills that will facilitate them to become an efficient reader

CO 2: Through reading skills, the students will have an ability to have a comprehensive

understanding of the ideas in the text and enhance their critical thinking

CO 3: Writing skills of students which will make them proficient enough to express ideas in clear and

grammatically correct English

CO 4: The skill to use an appropriate style and format in writing letters (formal and informal) and resume, memo, notices, agenda, minutes

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER I
COURSE CODE: BVAM-1113
COMPUTER FUNDAMENTALS FOR ANIMATION

Course Outcomes:

On Completion of this course, the student will be able to:

CO1: To understand the basic functionality of various parts of computer and terminologies related to computers, peripherals, graphics and supporting software.

CO2: To work with Word documents and apply various formatting techniques, page setup, creation of tables, tables of contents and other functions required in day-to-day word processing tasks.

CO3: To be able to make presentations, adding graphics, charts, audio, video and applying various themes and transition effects required for making an effective PowerPoint presentation.

CO4: to understand internet terms like URL, browser, search engines, and using an email account.

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER I
COURSE CODE: BVAM-1114
FOUNDATION ART

Course Outcomes:

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.

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER I
COURSE CODE: BVAM-1115
PRINCIPLES OF ANIMATION

Course Outcomes:

In this course students get acquainted with the definition, meaning and types of Animation. The prime objective of the course is to help students to understand and apply principles that make animation more captivating by making it more realistic and life-like.

After passing this course the student will be able to:

CO1: Understand the different types of Animation ranging from Cell Animation, to Stop motion and now to present day CGI

CO2: gain and apply various skills a good animator must possess like observation of how things move, how humans express and emote.

CO3: understand the importance and application of various principles that make animation more life-like and realistic.

CO4: demonstrate the application of these principles for beginner level exercises like pendulum, bouncing ball etc.

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER I
COURSE CODE: BVAP-1116
CREATIVE DESIGN- I

Course Outcomes:

The objective of this course is to acquaint students with the design process from idea conception, brainstorming, through to digital artwork for print and digital production process.

The application of design principles, use of colour, typographic principles and the best practices required for effective and appealing visual communication as required professionally are covered during the course.

After passing this course the student will be able to:

CO1: Identify and discuss design principles as they apply to visual communication.

CO2: Use simple graphic design tools and techniques such as typography, color composition, masking and color correction.

CO3: Discuss graphic design processes and concepts with professionals in the field.

CO4: Work on simple projects like designing of banners, brochures, matte paintings, movie posters applying fundamentals of graphic designing

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER I
COURSE CODE: BVAP-1117
Film Appreciation

Course Outcomes:

On successful completion of this course the students will: -

CO1: understand animation movie making process as a beginner from existing work in domain

CO2: get exposure to different aspects of an animation project.

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER I
COURSE CODE: BVAD-1118
Minor Project – I

Course Outcomes:

The primary objective of the course is to encourage students not only learn various tools but to develop a creative instinct.

While working on the Minor Project, the students will be able to:

CO1: apply the tools and techniques learnt in the course.

CO2: work on assigned/self-identified design

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

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER I
COURSE CODE: AECD-1161
Drug Abuse: Problem, Management and Prevention
(COMPULSORY)

Course Outcomes:

After completing the course, the students will be able to:

CO1: Learn how to include factual data about what substance abuse is; warning signs of addiction; information about how alcohol and specific drugs affect the mind and body;

CO2: Learn how to be supportive during the detoxification and rehabilitation process.

CO3: Focus on substance abuse education- is teaching individuals about drug and alcohol abuse and how to avoid, stop, or get help for substance use disorders.

CO4: Understand that substance abuse education is important for students alike; there are many misconceptions about commonly used legal and illegal substances, such as alcohol and marijuana

SEMESTER II
COURSE CODE: BVAL-2421
PUNJABI(COMPULSORY)

Course Outcomes:

CO1: ਆਤਮ ਅਨਾਤਮ ਪੁਸਤਕ ਦੇ ਕਹਾਣੀ ਭਾਗ ਨੂੰ ਸਿਲੇਬਸ ਵਿਚ ਸ਼ਾਮਿਲ ਕਰ ਕੇ ਵਿਦਿਆਰਥੀਆਂ ਅੰਦਰ ਕਹਾਣੀ ਨੂੰ ਪੜ੍ਹਣ ਦੀ ਰੁਚੀ ਨੂੰ ਪੈਦਾ ਕਰਨਾ ਹੈ ਅਤੇ ਕਹਾਣੀ ਜਗਤ ਨਾਲ ਜੋੜਣਾ ਹੈ।

CO2: ਗਿਆਨ ਮਾਲਾ ਪੁਸਤਕ ਨੂੰ ਸਿਲੇਬਸ ਵਿਚ ਸ਼ਾਮਿਲ ਕਰ ਕੇ ਵਿਦਿਆਰਥੀਆਂ ਅੰਦਰ ਪੜ੍ਹਣ ਦੀ ਰੁਚੀ ਨੂੰ ਪੈਦਾ ਕਰਨਾ ਹੈ ।

CO3: ਸੰਖੇਪ ਰਚਨਾ ਦਾ ਮਨੋਰਥ ਵਿਦਿਆਰਥੀਆਂ ਨੂੰ ਸਮੇਂ ਅਤੇ ਮਿਹਨਤ ਦੀ ਬੱਚਤ ਕਰਨ ਬਾਰੇ ਦੱਸਣਾ ਹੈ।

CO4: ਸ਼ਬਦ ਸ਼੍ਰੇਣੀਆਂ ਨੂੰ ਪੜ੍ਹਾਉਣ ਦਾ ਮਨੋਰਥ ਵਿਦਿਆਰਥੀਆਂ ਅੰਦਰ ਪੰਜਾਬੀ ਭਾਸ਼ਾ ਦੀ ਅਮੀਰੀ ਦਾ ਅਤੇ ਬਾਰੀਕੀਆਂ ਨੂੰ ਸਮਝਣ ਲਈ ਵੱਖਰੇ-ਵੱਖਰੇ ਸਿਧਾਂਤਾਂ ਦਾ ਵਿਕਾਸ ਕਰਨਾ ਹੈ।

CO5: ਮੁਹਾਵਰਿਆਂ ਦੀ ਵਰਤੋਂ ਨਾਲ ਗੱਲਬਾਤ ਵਿਚ ਪਰਪੱਕਤਾ ਆਉਂਦੀ ਹੈ। ਇਹ ਵਿਦਿਆਰਥੀਆਂ ਦੀ ਗੱਲਬਾਤ ਵਿਚ ਨਿਖਾਰ ਲਿਆਉਣ ਦਾ ਕੰਮ ਕਰਨਗੇ।

SEMESTER II
COURSE CODE: BVAL-2031
BASIC PUNJABI

Course outcomes:

CO1: ਮੁੱਢਲੀ ਪੰਜਾਬੀ ਪੜ੍ਹਾਉਣ ਦਾ ਮਨੋਰਥ ਵਿਦਿਆਰਥੀਆਂ ਨੂੰ ਪੰਜਾਬੀ ਭਾਸ਼ਾ ਨੂੰ ਸਿਖਾਉਣ ਦੀ ਪ੍ਰਕਿਰਿਆ ਵਿਚ ਪਾ ਕੇ ਇਕ ਹੋਰ ਭਾਸ਼ਾ ਸਿੱਖਣ ਦੇ ਮੌਕੇ ਪ੍ਰਦਾਨ ਕਰਨਾ ਹੈ। ਇਸ ਵਿਚ ਵਿਦਿਆਰਥੀ ਨੂੰ ਬਾਰੀਕਬੀਨੀ ਨਾਲ ਭਾਸ਼ਾ ਦਾ ਅਧਿਐਨ ਕਰਵਾਇਆ ਜਾਵੇਗਾ।

CO2: ਵਿਦਿਆਰਥੀਆਂ ਨੂੰ ਪੰਜਾਬੀ ਸ਼ਬਦ ਰਚਨਾ ਤੋਂ ਜਾਣੂ ਕਰਵਾਇਆ ਜਾਵੇਗਾ।

CO3: ਸ਼ਬਦ ਸ਼੍ਰੇਣੀਆਂ ਨੂੰ ਪੜ੍ਹਾਉਣ ਦਾ ਮਨੋਰਥ ਵਿਦਿਆਰਥੀਆਂ ਅੰਦਰ ਪੰਜਾਬੀ ਭਾਸ਼ਾ ਦੀ ਅਮੀਰੀ ਦਾ ਅਤੇ ਬਾਰੀਕੀਆਂ ਨੂੰ ਸਮਝਣ ਲਈ ਵੱਖਰੇ-ਵੱਖਰੇ ਸਿਧਾਂਤਾਂ ਦਾ ਵਿਕਾਸ ਕਰਨਾ ਹੈ।

CO4: ਮੁੱਢਲੀ ਪੰਜਾਬੀ ਪੜ੍ਹਾਉਣ ਦਾ ਮਨੋਰਥ ਵਿਦਿਆਰਥੀਆਂ ਦਾ ਸ਼ਬਦ ਘੇਰਾ ਵਿਸ਼ਾਲ ਕਰਨਾ ਹੈ।

CO5: ਵਿਦਿਆਰਥੀ ਵਾਕ ਦੀ ਪਰਿਭਾਸ਼ਾ ਅਤੇ ਇਸ ਦੀ ਬਣਤਰ ਤੋਂ ਜਾਣੂ ਹੋਣਗੇ ਅਤੇ ਭਾਸ਼ਾ ਤੇ ਪਕੜ ਮਜ਼ਬੂਤ ਹੋਵੇਗੀ।

CO6: ਪੈਰਾ ਰਚਨਾ ਦਾ ਮਨੋਰਥ ਵਿਦਿਆਰਥੀਆਂ ਦੀ ਬੁੱਧੀ ਨੂੰ ਤੀਖਣ ਕਰਦਿਆਂ ਉਨਾਂ ਦੀ ਲਿਖਣ ਪ੍ਰਤਿਭਾ ਨੂੰ ਉਜਾਗਰ ਕਰਨਾ ਹੈ।

CO7: ਸੰਖੇਪ ਰਚਨਾ ਕਰਨ ਨਾਲ ਵਿਦਿਆਰਥੀ ਆਪਣੀ ਗੱਲ ਨੂੰ ਸੰਖੇਪ ਵਿਚ ਕਹਿਣ ਦੀ ਜਾਚ ਸਿੱਖਣਗੇ ਅਤੇ ਇਹ ਦਿਮਾਗੀ ਕਸਰਤ ਵਿਚ ਸਹਾਈ ਹੋਵੇਗੀ।

CO8: ਘਰੇਲੂ ਅਤੇ ਦਫਤਰੀ ਚਿੱਠੀ ਪੱਤਰ ਲਿਖਣ ਦਾ ਮਨੋਰਥ ਵਿਦਿਆਰਥੀਆਂ ਨੂੰ ਇਸ ਕਲਾ ਵਿਚ ਨਿਪੁੰਨ ਕਰਨਾ ਹੈ।

CO9: ਮੁਹਾਵਰਿਆਂ ਦੀ ਵਰਤੋਂ ਨਾਲ ਗੱਲਬਾਤ ਵਿਚ ਪਰਪੱਕਤਾ ਆਉਂਦੀ ਹੈ। ਇਹ ਵਿਦਿਆਰਥੀਆਂ ਦੀ ਗੱਲਬਾਤ ਵਿਚ ਨਿਖਾਰ ਲਿਆਉਣ ਦਾ ਕੰਮ ਕਰਨਗੇ।

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER II

COURSE CODE: BVAL-2431

Punjab History and Culture (From Earliest Times to C. 320) (Special paper in lieu of Punjabi Compulsory) (For those students who are not domicile of Punjab)

Course Outcome

After completing Semester II and course on Ancient History of Punjab, students of History will be able to identify and have a complete grasp on the sources & writings of Ancient History of Punjab

CO 1: Analyse the emergence of Mauryan, Gupta empires during the classical age in India

CO 2: To understand the various factors leading to rise and fall of empires and emergence of new dynasties and their Culture, society, administration , polity and religion specifically of Kushans and Vardhanas in the Punjab

CO 3: Students will be adept in constructing original historical argument based on primary source material research

CO4: To have an insight on the existing Literature of this period and understand the past developments in the light of present scenario.

CO 5: To enable students to have thorough insight into the various forms/styles of Architecture and synthesis of Indo - Muslim Art and Architecture in Punjab

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER II
COURSE CODE: BVAL-2102
COMMUNICATION SKILLS IN ENGLISH

COURSE OUTCOMES:

At the end of this course, the students will develop the following Skills:

CO 1: Enhancement of listening skills with the help of listening exercises based on conversation, news and TV reports

CO 2: The ability of Note-Taking to be able to distinguish the main points from the supporting details and the irrelevant information from the relevant one using Listening Skills

CO 3: Acquisition of knowledge of phonetics which will help them in learning about correct pronunciation as well as effective speaking

CO 4: Speaking skills of the students enabling them to take active part in group discussion and present their own ideas

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER II
COURSE CODE: BVAL-2113
INTRODUCTION TO 3D MAYA

Course Outcome

This is an introductory course to learn Autodesk Maya 2015. This course is designed for anyone who wants to learn Autodesk Maya for the first time.

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

1. Understand the interface of Autodesk Maya (Viewports, Pivot, Transformation,)
2. Model a simple object like a Chair or a table
3. Understand the process of texturing and applying color to the modelled object
4. Render a final image of simple objects like Chair and the Table.

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER II
COURSE CODE: BVAM-2114
SCRIPTING AND SCREENPLAY

Course Outcomes:

The objective of this course is to acquaint students with the storyboard & screenplay process from idea conception, brainstorming, through to digital storyboard & traditional storyboard production process.

After passing this course the student will be able to:

CO1: Understand the concept, script and screenplay process.

CO2: Apply three-act structures in screenplay writing

CO3: Produce a series of cohesive storyboards from a script and identify the shots and camera movements.

CO4: Identify and state common preproduction workflow

CO5: Capable to Discuss Scripting and Screenplay process and concepts with professionals in the field.

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER II
COURSE CODE: BVAM-2115
2D DIGITAL ANIMATION: FLASH

Course Outcomes:

The objective of this course is to make students ready for creating 2D Animation applying the knowledge gained about fundamentals of designing, and principles of Animation studied in previous semesters.

After passing this course the student will be able to:

CO1: Identify and use various tools in Flash to create vector art and animate it

CO2: Design backgrounds with animated objects where characteristics like colour/position/shape change with respect to time

CO3: To understand the use of various symbols graphic, button and movie and their importance and usage w.r.t. various scenarios

CO4: Effectively use timeline, frames, and key frames to animate objects as well as characters

CO5: Design a cartoon character/basic human character and animate it

CO6: Create a short-animated clip

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER II
COURSE CODE: BVAP-2116
CREATIVE DESIGN – II

Course Outcomes:

The objective of this course is to acquaint students with the design process from idea conception, brainstorming, through to digital artwork for print and digital production process.

The application of design principles, use of colour, typographic principles and the best practices required for effective and appealing visual communication as required professionally are covered during the course.

After passing this course the student will be able to:

CO1: Identify and discuss design principles as they apply to visual communication.

CO2: Use simple graphic design tools and techniques such as typography, color composition, masking and color correction.

CO3: Discuss graphic design processes and concepts with professionals in the field.

CO4: Work on simple projects like designing of banners, brochures, matte paintings, movie posters applying fundamentals of graphic designing

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER II
COURSE CODE: BVAP-2117
3D MODELING (SET AND PROPS)

Course Outcomes:

Students will use computer Maya modeling to explore the principles of 3-dimensional design. Projects involving object, character and architectural modeling will emphasize the aesthetic concepts of spatial proportion (scale, rotation and position).

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

CO1: apply knowledge gained about the basic concepts and tools related to 3D production.

(Low Poly & High Poly), loops, Polygon count etc.

CO2: comfortably use basic modelling techniques like Polygon modelling, Nurbs Modelling.

CO3: understand the fundamentals of 3D design

CO4: model set & Props ready for Texturing & Rigging.

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER II
COURSE CODE: BVAD-2118
MINOR PROJECT - II

Course Outcomes:

CO1: The primary objective of this exercise is to help students understand the process of project development.

CO2: While working on projects students learn the importance of delivering time-bound quality work.

CO3: The students also learn to manage projects.

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER II
COURSE CODE: AECD-2161
DRUG ABUSE: PROBLEM, MANAGEMENT & PREVENTION

Course Outcomes:

CO1: This information can include factual data about what substance abuse is; warning signs of addiction; information about how alcohol and specific drugs affect the mind and body

CO2. Learn to be supportive during the detoxification and rehabilitation process.

CO3: Main focus of substance abuse education is teaching individuals about drug and alcohol abuse and how to avoid, stop, or get help for substance use disorders.

CO4: Substance abuse education is important for students alike; there are many misconceptions about commonly used legal and illegal substances, such as alcohol and marijuana.

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER III
COURSE CODE: BVAL- 3111
INTRODUCTION TO TEXTURING AND LIGHTING IN 3D MAYA

Course outcomes:

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

CO1: understand the application of textures on interior, exteriors and 3D character

CO2: understand different types of lighting

CO3: understand lighting in 3d environment i.e. for interior and exterior

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER III
COURSE CODE: BVAM - 3112
INTRODUCTION TO PHOTOGRAPHY

Course Outcomes:

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

CO1: develop good understanding of different types of photography, various camera angles and shot

CO2: application of different elements of exposure and variation of each w.r.t another as the situation demands

CO3: understand and apply various composition techniques of photography

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER III
COURSE CODE: BVAM-3113
STORYBOARDING

Course Outcomes:

The objective of this course is to acquaint students with the storyboard process from idea conception, brainstorming, through to digital storyboard & traditional storyboard production process.

After passing this course the student will be able to:

CO1: Understand the storyboarding process

CO2: Produce a series of cohesive storyboards from a script and identify the shots and camera movements.

CO3: Identify and state common preproduction workflow

CO4: Capable to discuss Storyboard, its process and concepts with professionals in the field.

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER III
COURSE CODE: BVAP - 3114
VIDEO EDITING

Course Outcomes:

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

CO1: understand and apply the digital video production process: pre-production, shooting, editing, and post-production.

CO2: apply various video editing tools and techniques

CO3: work on a video editing project

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER III
COURSE CODE: BVAP-3115
3D CHARACTER MODELING

Course Outcomes:

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

CO1: create character biped or quadruped

CO2: design clothes, props and hair style

CO3: understand different types of character modelling technique used in gaming, movies

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER – III
COURSE CODE: BVAP-3116
TEXTURING SETS & PROPS

Course Outcomes:

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

CO1: understand different types of UVs.

CO2: texture in Photoshop

CO3: texture all kinds of set and props

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER – III
COURSE CODE: BVAP-3117
TEXTURING 3D CHARACTER

Course Outcomes:

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

CO1: prepare textures for a 3D character

CO2: apply texture to Cartoon (biped) character

CO3: apply texture to realistic (biped) character

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER III
COURSE CODE: BVAD-3118
MINOR PROJECT - III

Course Outcomes:

CO1: The primary objective of this exercise is to help students understand the process of project development.

CO2: While working on projects students learn the importance of delivering time-bound quality work.

CO3: The students also learn to communicate and work in teams.

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER – IV
COURSE CODE: BVAL-4111
MAINTAINING 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

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER – IV
COURSE CODE: BVAM-4112
CAMERA TECHNIQUES

Course Outcomes:

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

CO1: utilize various camera techniques, settings to the best as per requirement of the shoot

CO2: understand different type of angle and shots and how to take the same using camera

CO3: differentiate between various types of lighting and requirement of the same as per the shoot

CO4: handle the camera, its equipment and use of monitor during shoot.

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER – IV
COURSE CODE: BVAM-4113
AUDIO EDITING

Course Outcomes:

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

CO1: understand the basic sound editing techniques

CO2: record and manipulate and clean-up audio

CO3: apply various audio effects

CO4: edit a recording and add background music

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER – IV
COURSE CODE: BVAP-4114
LIGHTING AND RENDERING

Course Outcomes:

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

CO1: understand the different type of lighting

CO2: light an interior or exterior

CO3: render properties and output

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER – IV
COURSE CODE: BVAP-4115
MOTION GRAPHICS

Course Outcomes:

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

CO1: understand the interface and workflow of a motion graphic project

CO2: use layers, green screen, color correction, text and tile effects

CO3: apply rendering & different outputs for various platforms

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER – IV
COURSE CODE: BVAP-4116
3D CHARACTER ANIMATION USING MAYA

Course Outcomes:

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

CO1: effectively use timeline, frame rates and key framing for creating realistic animation

CO2: apply principles of animation to the 3d animation

CO3: animate a character with expressions, dialogues and audio

CO4: animate character walk cycle

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER – IV
COURSE CODE: BVAD-4117
MINOR PROJECT - IV

Course Outcomes:

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

CO1: apply various tools and techniques studied during the first two years 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

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER – IV

COURSE CODE: AECE-4221

Environmental Studies (Compulsory)

COURSE OUTCOMES:

CO1. Reflect upon the concept and need of environmental education.

CO2. Define major eco-systems and their conservation.

CO3. Understand the role of different agencies in the protection of environment.

CO4. Develop desirable attitude, values and respect for protection of environment.

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER V
COURSE CODE: BVAL - 5111
ELECTRONIC MEDIA

Course Outcomes:

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

CO1: comprehend different forms of electronic and print media

CO2: how writing/broadcasting works on different types of media

CO3: understand various techniques ranging from editing, production to distribution.

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER V

COURSE CODE: BVAL – 5112

**3D ARCHITECTURE VISUALIZATION USING 3D MAX (INTERIOR AND
EXTERIOR DESIGNING)**

Course Outcomes:

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

CO1: model, edit and texture an interior

CO2: model, edit and texture an exterior

CO3: do scene compositing, camera animation and rendering interior/exterior

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER V

COURSE CODE: BVAM - 5113

FILM DIRECTION AND DOCUMENTARY

Course Outcomes:

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

CO1: understand history, aesthetics, challenges and opportunities in documentary making

CO2: develop a project from story idea, screen crafting, analysis, production & post production

CO3: handle camera and staging while shooting the documentary

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER V
COURSE CODE: BVAP - 5114
ACTING FOR ANIMATION

Course Outcomes:

On the successful completion of the course students will be:

CO1: able to understand the importance of observation, emotion and expressions to make any animation project life-like

CO2: able to observe surrounding, how people behave, enact and react

CO3: aware of the body language, facial expressions and voice modulation while animating characters

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER V

COURSE CODE: BVAP - 5115

**3D ARCHITECTURE VISUALIZATION USING 3D MAX (INTERIOR AND
EXTERIOR DESIGNING) PRACTICAL**

Course Outcomes:

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

CO1: model, edit and texture an interior

CO2: model, edit and texture an exterior

CO3: do scene compositing, camera animation and rendering interior/exterior

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER V
COURSE CODE: BVAP - 5116
ADVANCE VFX COMPOSITING

Course Outcomes:

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

CO1: use 2D and 3D elements

CO2: be able to apply color grading

CO3: apply FX elements

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER V
COURSE CODE: BVAD - 5117
MINOR PROJECT - V

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 the project

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

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER VI

COURSE CODE: BVAL - 6111

PUBLICITY DESIGNING AND MEDIA LAWS

Course Outcomes:

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

CO1: understand digital media form, media laws concerning digital art.

CO2: understanding plagiarism, laws to enforce digital art protection in India

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER VI
COURSE CODE: BVAL - 6112
CAREER MANAGEMENT FOR ANIMATION

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

Course Outcomes:

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER VI
COURSE CODE: BVAI- 6113
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

Bachelor of Vocation (Animation)
Session: 2022-23

SEMESTER VI
COURSE CODE: BVAP– 6114
PERSONALITY ENHANCEMENT

Course Outcomes:

On successful completion of this course the student will:

CO1: learn to communicate in a professional environment

CO2: be well groomed with Social & behavioral etiquettes

CO3: be able to appear in interviews confidently