

FACULTY OF VOCATIONAL STUDIES

SYLLABUS FOR

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

(Under Credit Based Continuous Evaluation Grading System)

Session: 2020-21



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)
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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: nksw nBksw' g[[[;se d/ eftsk Gkr Bz{ gVQkT[D dk wB'oE
ftfdnkoEhnK nzdo eftsk gqsh fdbu;gh, ;{M Bz{ g?dk eoBk j? sK
fe T[j nkX[fBe d"o ftu uZb ojhnK ekft XkokoT ns/ ethnK pko/
frnkB jkf;b eo ;eD. fJ; dk j'o wB'oE eftsk dh ftnkfynk,
ftPb/PD s/ w[bzeD dh gqfefonk s'A ikD{ eokT[Dk th j? sK fe T[j
;wekbh ;wki dhNk ;wZf;nktK Bz{ ;wM ;eD ns/ nkb'uBkswe fdqPNh
pDk ;eD.

CO2: fJfsjk;e :kdK(fJfsjk;eb/y ;zrqfj)g[[[;se B{z f;b/p; ftu
Pkwfb eo e/ ftfdnkoEhnK nzdo gVQD dh o[uh Bz{ g?dk eoBk j? ns/
w[ZbtKB fJfsjk; s'A ikD{ eotkT[Dk j?.

CO3: g?oQk ouBk ns/ g?oQk gVQ e/ gqPBK d/ T[so d/D dk wBo'E
ftfdnkoEhnK dh p[ZXh B{z shyD eofdNk T[BK dh fbyD gqfsGk B{z
T[iKro eoBk j?.

CO4: X[Bh ftT[As gVQD Bkb ftfdnkoEh X[BhnK dh T[ukoB gqDkbh s'A
tke| j'Dr/.

CO5: GkPk tzBrhnK Bz{ gVQkT[D dk wB'oE ftfdnkoEhnK nzdo gzikph
GkPk dh nwhoh dk ns/ pkohehnK Bz{ ;wMD bJh tZyo/ - tZyo/ f;XKsK
dk ftek; eoBk j?.

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SEMESTER I

BASIC PUNJABI (In lieu of Compulsory Punjabi)

COURSE CODE: BVAL-1031

ੳ[ZYbh gzikph

Course Outcomes:

CO1: ੳ[ZYbh gzikph gVQkT[D dk ੳB'oe ftfdnkoEhnK B{z gzikph GkPk B{z f;ykT[D dh gqfefonk ftu gk e/ fJe j'oe GkPk f;ZyD d/ ੳ"e/ gqdkB eoBk j?.

CO2: fJ; ftu ftfdnkoEh B{z pkohephBh Bkb GkPk dk nfXn?B eotkfJnk ikt/rk.

CO3: ftfdnkoEhnK B{z gzikph Ppd ouBk s'A ikD{ eotkfJnk ikt/rk.

CO4: ੳ[ZYbh gzikph gVQkT[D dk ੳB'oe ftfdnkoEhnK B{z fBZs tos'A dh gzikph Ppdktbh pko/ dZ;Dk j?.

CO5: ੳ[ZYbh gzikph gVQkT[D dk ੳB'oe ftfdnkoEhnK dk Ppd x/ok ftPkb eoBk j?.

CO6: ftfdnkoEhnK B{z gzikph ftu j|s/ d/ ;s fdBK d/ BK, pkoQK wjhfbnK d/ BK, oZ[sK d/ BK, fJe s'A ;" se frDsh PpdK ftu f;ykT[Dk j?.

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SEMESTER I

COURSE CODE: BVAL-1431

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

COURSE OUTCOMES:

After completing Semester - I and course on Punjab History and Culture students of History will be able to identify and have a complete grasp on the sources & writings of Ancient Indian History of Punjab.

CO 1: Identify and describe the emergence of earliest civilizations in: Indus Valley Civilization and Aryan Societies.

CO 2: Identify and analyses the Buddhist, Jain and Hindu faith in the Punjab

CO 3: Analyses the emergence of Early Aryans and Later Vedic Period, their Society, Culture, Polity and Economy

CO 4: To make students understand the concepts of two faiths Jainism and Buddhism, its principles and their application and relevance in present times

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SEMESTER I

COURSE CODE: BVAL-1102

COMMUNICATION SKILLS IN ENGLISH

Course Outcomes:

After passing this course the student will develop the following Skills:

CO1: Reading skills that will facilitate them to become an efficient reader.

CO2: The ability to realise not only language productivity but also the pleasure of being able to articulate well.

CO3: The power to analyse, interpret and infer the ideas in the text.

CO4: The ability to have a comprehensive understanding of the ideas in the text and enhance their critical thinking.

CO5: Writing skills of students which will make them proficient enough to express ideas in a clear and grammatically correct English.

CO6: Ability to plan, organise and present ideas coherently on a given topic.

CO7: The skill to use an appropriate style and format in writing letters (formal and informal.)

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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.

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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.

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.

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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

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SEMESTER I
COURSE CODE: BVAD-1117
FIELD VISIT & REPORT

Course Outcomes:

The objective of the field visit is to help students to know the kind of work environment a studio/Production house has.

After the field visit the students will come to know:

CO1: the real work environment in companies and production houses.

CO2: how projects are done in coordination and cooperation of various teams.

CO3: first-hand knowledge on project workflow and various deliverables.

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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

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

Course Outcomes:

CO1: nksw nBksw g[[[;se d/ ejkDhGkr B{z f;b/p; ftu PkfwB eo e/ ftfdnkoEhnK nzdo ejkDh Bz{ gVQD dh o[uh Bz{ g?dk eoBk j? ns/ ejkDh irs Bkb i'VDk j?.

CO2: frnkB wkbk g[[[;se B{z f;b/p; ftu PkfwB eo e/ ftfdnkoEhnK nzdo gVQD dh o[uh Bz{ g?dkeoBk j? .

CO3: ;zy/g ouBk dk wB'oE ftfdnkoEhnK B{z ;w/A ns/ fwjBs dh pZus eoB pko/ dZ;Dk j?.

CO4: g?oQk gVQ e/ gqPBK d/ T[Zso d/D dk wB'oE ftfdnkoEhnK dh p[ZXh B{z shyD eofdnK T[BQK dh fbyD gqfsGk B{z T[iKro eoBk j?.

CO5: Ppd pDso ns/ Ppd ouBk gVQD Bkb ftfdnkoEh fJ;d/ w[ZYb/ ;zebgK B{z nkXko pDk e/ fJjBK ;zebgK s'A ikD{ j'Dr/ .

CO6: Ppd Pq/DhnK Bz{ gVQkT[D dk wB'oE ftfdnkoEhnK nzdo gzikph GkPk dh nwhoh dk ns/ pkohehnK Bz{ ;wMD bJh tZyo/ -tZyo/ f;XKsK dk ftek; eoBk j?.

CO7: w[jktfonK dh tos'ABkb rZbpks ftu gogZesk nkT[Adh j?.fJj ftfdnkoEhnK dh rZbpks ftu fByko fbnkT[D dk ezW eoBr/.

SEMESTER II

BASIC PUNJABI (In lieu of Compulsory Punjabi)

COURSE CODE: BVAL-2031

w[ZYbh gzikph

Course outcomes:

CO1:w[ZYbh gzikph gVQkT[D dk wB'oE ftfdnkoEhnK B{z gzikph GkPk B{z f;ykT[D dh gqfefonk ftu gk e/ fJe j'o GkPk f;ZyD d/ w"e/ gqdkB eoBk j?. fJ; ftu ftfdnkoEh B{z pkohephBh Bkb GkPk dk nfXn?B eotkfJnk ikt/rk.

CO2:ftfdnkoEhnK B{z gzikph Ppd ouBk s'A ikD{ eotkfJnk ikt/rk.

CO3 : Ppd Pq/DhnK Bz{ gVQkT[D dk wB'oE ftfdnkoEhnK nzdo gzikph GkPk dh nwhoh dk ns/ pkohehnK Bz{ ;wMD bJh tZyo/ - tZyo/ f;XKsK dk ftek; eoBk j?.

CO4:w[ZYbhgzikph gVQkT[D dk wB'oE ftfdnkoEhnK dk Ppd x/ok ftPkb eoBk j?.

CO5 : ftfdnkoEh tke dh gfoGkPk ns/ fJ;dh pDso s'A ikD{ j'Dr/ ns/ GkPk s/ geV wip{s j't/rh.

CO6 : g?oQk ouBk dk wBo'E ftfdnkoEhnK dh p[ZXh B{z shyD eofdN T[BK dh fbyD gqfsGk B{z T[iKro eoBk j?.

CO7: ;zy/g ouBk eoB Bkb ftfdnkoEh nkgDh rZb B{z ;zy/g ftu efjD dh iku f;ZyDr/ ns/ fJj fdwkrh e;os ftu ;jkJh j't/rh.

CO8: xo/b{ ns/ d|soh fuZmh gZso fbyD dk wB'oE ftfdnkoEhnK B{z fJ; ebk ftu fBg[zB eoBk j?.

CO9: w[jktfonK dh tos'A Bkb rZbpks ftu gogZesk nkT[Adh j?.fJj ftfdnkoEhnK dh rZbpks ftu fByko fbnkT[D dk ezW eoBr/.

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SEMESTER II

COURSE CODE: BVAL-2431

Punjab History and Culture (C. 320 to 1000 B.C.)
(Special paper in lieu of Punjabi Compulsory)

COURSE OUTCOMES:

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

CO 4: 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

SEMESTER II

COURSE CODE: BVAM-2102

COMMUNICATION SKILLS IN ENGLISH

Course Outcomes

After passing this course the student will develop the following Skills:

- C01:** Enhancement of listening skills with the help of listening exercises based on conversation, news and TV reports.
- C02:** Improvement of speaking skills enabling them to converse in a specific situation.
- C03:** Acquisition of knowledge of phonetics which will help them in learning about correct pronunciation as well as effective speaking.
- C04:** The capability to present themselves well in a job interview.
- C05:** 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.
- C06:** Speaking skills of the students enabling them to take active part in group discussion and present their own ideas.
- C07:** The capability of narrating events and incidents in a logical sequence.

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

Course Outcomes:

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.

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.

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

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

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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.

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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.

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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

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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

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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.

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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

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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

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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

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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

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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.

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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

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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.

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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

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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

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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

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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

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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

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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.

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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: 2020-21

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: 2020-21

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: 2020-21

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: 2020-21

SEMESTER V
COURSE CODE: BVAD - 5116
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: 2020-21

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: 2020-21

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: 2020-21

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: 2020-21

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