



**Deccan Education Society's
Fergusson College (Autonomous)
Pune**

**Learning Outcomes-Based Curriculum
for 3 / 4 years B. Voc. Programme**

as per guidelines of

NEP-2.0

for

F. Y. B. Voc.

(Digital Art & Animation)

With effect from Academic Year

2024-2025

**Program Outcomes (POs) for B.Voc.
Programme**

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| PO1 | <p>Disciplinary Knowledge: Demonstrate comprehensive knowledge of the disciplines that form a part of an graduate programme. Execute strong theoretical and practical understanding generated from the specific graduate programme in the area of work.</p> |
| PO2 | <p>Critical Thinking and Problem solving: Exhibit the skills of analysis, inference, interpretation and problem-solving by observing the situation closely and design the solutions.</p> |
| PO3 | <p>Social competence: Display the understanding, behavioural skills needed for successful social adaptation , work in groups, exhibits thoughts and ideas effectively in writing and orally.</p> |
| PO4 | <p>Research-related skills and Scientific temper: Develop the working knowledge and applications of instrumentation and laboratory techniques. Able to apply skills to design and conduct independent experiments, interpret, establish hypothesis and inquisitiveness towards research.</p> |
| PO5 | <p>Trans-disciplinary knowledge: Integrate different disciplines to uplift the domains of cognitive abilities and transcend beyond discipline-specific approaches to address a common problem.</p> |
| PO6 | <p>Personal and professional competence: Performing dependently and also collaboratively as a part of team to meet defined objectives and carry out work across interdisciplinary fields. Execute interpersonal relationships, self-motivation and adaptability skills and commit to professional ethics.</p> |
| PO7 | <p>Effective Citizenship and Ethics: Demonstrate empathetic social concern and equity centred national development, and ability to act with an informed awareness of moral and ethical issues and commit to professional ethics and responsibility.</p> |
| PO8 | <p>Environment and Sustainability: Understand the impact of the scientific solutions in societal and environmental contexts and demonstrate the knowledge of and need for sustainable development.</p> |
| PO9 | <p>Self-directed and Life-long learning: Acquire the ability to engage in independent and life-long learning in the broadest context of socio-technological changes.</p> |

| PSO No. | Program Specific Outcomes(PSOs) Upon completion of this Programme the student will be able to |
|----------------|--|
| PSO1 | <p>Academic competence:</p> <ul style="list-style-type: none"> (i) Build understanding for correct blend of Art & Technology instead of only technical tools (ii) Create competence in the fields of Computer Graphics assets creation, Visual Effects,Gaming and Graphic designing. (iii) Understand the ongoing changing trends and keep them updated with the latest technology. (iv) Produce creative and technical skills in various domains of Animation, Gaming, VFX andmultimedia. This will enable them to be employed globally. |
| PSO2 | <p>Personal and Professional Competence:</p> <ul style="list-style-type: none"> (i) Use critical thinking skills and problem-solving strategies for overall development of theprofessional growth in the fields like Animation, VFX, gaming, and graphics. (ii) Carry out industry orientated new technologies and new trends in animation, VFX &graphics. (iii) Create ample opportunities to work effectively to emerge as an acceptable team leader byworking on team projects & assignments. |
| PSO3 | <p>Research Competence:</p> <ul style="list-style-type: none"> (i) Apply technical knowledge and methodologies from animation softwares in order to conductresearch and demonstrate appropriate skill to seek solutions to problems that emerge in various fields of 3d animation & VFX simulations. (ii) Review relevant literature and can develop a hypothesis and conduct methodical research onany topic related to Animation. |
| PSO4 | <p>Entrepreneurial and Social competence:</p> <ul style="list-style-type: none"> (i) Break down course with 3 exit points gives this course more entrepreneurial optionscompared with regular graduation degrees. (ii) Develop Entrepreneurial capabilities considering animation industry works mainly onfreelancing and individual creativity. (iii) Build adequate knowledge, skill, dedication and work ethics required for accomplishment ofthe assigned task and strengthen social competency skills. (iv) Able to demonstrate their acquired knowledge for the growth of social and ethical values inoutdoor activities, such as service learning, internships and field work. (v) Maintain and develop ethics of Media, Animation & Gaming Industry as these industriesplays vital role in today's generations |

| FYBSc Sem -I | Theory/ Practical | Paper Code | Paper Title | Credits | Exam type |
|---|------------------------------|-------------------|-------------------------------|----------------|----------------------|
| Discipline Specific Core, DSC 1 | Theory | BVA -1001 | Fundamentals of Animation | 2 | CE +ESE |
| Discipline Specific Core, DSC 1 | Practical | BVA -1011 | Traditional Animation | 2 | CE +ESE |
| Discipline Specific Core, DSC 2 | Theory | BVA -1021 | Character Design Study | 2 | CE +ESE |
| Discipline Specific Core, DSC 2 | Practical | BVA -1031 | Foundation Art | 2 | CE +ESE |
| Discipline Specific Core, DSC 3 | Theory | BVA -1041 | Visual Communication study | 2 | CE +ESE |
| Discipline Specific Core, DSC 3 | Practical | BVA -1051 | Photography Techniques 1 | 2 | CE +ESE |
| Open Elective- 1 (For other faculty) | Theory | BVA -1061 | Basics of Animation - 1 | 2 | Only CE |

| FYBVoc Sem - II | Theory/ Practical | Paper Code | Paper Title | Credits | Exam type |
|--|------------------------------|-------------------|-----------------------|----------------|----------------------|
| Discipline Specific Core, DSC 1 | Theory | BVA -1002 | Stop Motion Study | 2 | CE +ESE |
| Discipline Specific Core, DSC 1 | Practical | BVA -1012 | Foundation art 2 | 2 | CE +ESE |
| Discipline Specific Core, DSC 2 | Theory | BVA -1022 | Digital Media Study 1 | 2 | CE +ESE |
| Discipline Specific Core, DSC 2 | Practical | BVA -1032 | Digital Media study 2 | 2 | CE +ESE |
| Discipline | Theory | BVA -1042 | Content Writing | 2 | CE +ESE |

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| Specific Core, DSC 3 | | | | | |
| Discipline Specific Core, DSC 3 | Practical | BVA -1052 | Photography Techniques 2 | 2 | CE +ESE |
| Open Elective- 1 (For other faculty) | Theory | BVA -1062 | Basics of Animation -2 | 2 | Only CE |
| Skill Enhancement Course, SEC-1 | Theory/ Practical | BVA -1072 | Advance Character study | 2 | Only CE |

F. Y. B. Voc Semester I

| Title of the Course and Course Code | Fundamentals of Animation (BVA-1001) (Major-Theory) | Number of Credits: 02 |
|---|---|-----------------------|
| Course Outcomes (COs) On completion of the course, the students will be able to: | | |
| CO1 | Describe the evolution of animation and its history. | |
| CO2 | Discuss the art of movement and analyze creative work of artist. | |
| CO3 | Examine various processes of animation techniques that are developed with various equipments. | |
| CO4 | Compare and contrast various traditional animation techniques. | |
| CO5 | Explain various concepts of digital art. | |
| CO6 | Illustrate the usage of various tools for graphic software. | |

| Unit No. | Title of Unit and Contents | No. of Lectures |
|----------|---|-----------------|
| 1 | EARLY ANIMATION 1. Pre-History 2. Persistence of Vision 3. History of stop motion | 6 |
| 2 | EARLY STUDIOS AND ANIMATION PIONEERS 1. Walt Disney 2. Max Fleischer 3. Tex Avery 4. Warner bros | 6 |
| 3 | EARLY APPROACHES TO MOTION IN ART 1. Animation Before Films 2. The Magic Latern 3. Thaumatrope 4. Phenakistoscope 5. Zeotrope 6. Flip Book | 6 |
| 4 | ANIMATION TECHNIQUES 1. Stop Motion 2. Puppet 3. Cut-out 4. Clay Etc | 6 |
| 5 | HISTORY OF INDIAN ANIMATION, INDUSTRIES AND STUDIOS 1. Growth of Indian Industry and Studio 2. Animation art in India | 6 |

Learning Resources

1. "Cartoon Animation", Preston Blair, Walter T. Foster, Apple Press, Limited, Eighth Edition, ISBN 1560100842
2. "History of Animation": Facts and Figures, Bredson, Philips Cardiff, Pearson Publications,

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| F.Y. B.Voc Semester I | | |
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|--|---|------------------------------|
| Title of the Course and Course Code | Traditional Animation (BVA-1011) (Major-Practical) | Number of Credits: 02 |
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| Course Outcomes (COs) On completion of the course, the students will be able to: | |
| CO1 | Describe the production pipeline of animation. |
| CO2 | Discuss the art and style carried in 2D Animation. |
| CO3 | Determine various animation techniques with basic principles of animation. |
| CO4 | Apply action analysis and observations to animated drawings. |
| CO5 | Analyze basic animation movements for characters or objects. |
| CO6 | Create drawings that represent actions and emotions. |

| Unit No. | Title of Unit and Contents | No. of hours |
|------------|---|--------------|
| I | Introduction to 2D classical animation. | 5 |
| II | 2D classical animation pipeline. 1.1 Pre-Production 1.2 Production 1.3 Post - Production | 15 |
| III | 12 principles of animation. 1 Squash and stretch 2 Anticipation 3 Staging 4 Straight-ahead action and pose-to-pose 5 Follow through and overlapping action 6 Slow in and slow out 7 Arc 8 Secondary action 9 Timing 10 Exaggeration 11 Solid drawing 12 Appeal | 12 |
| IV | Introduction to Light box | 10 |
| V | Classical Animation Practical- 1.1 Bouncing Ball 1 1.2 Bouncing ball Progressive 1.3 Jumping Sack 1.4 Pendulum Animation 1.5 Bird Fly 1.6 Wave Principle 1.7 FX Animation 1.8 Smears in animation | 18 |

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|-----------------|--|
| Reference Books | <ol style="list-style-type: none"> 1. The Animator's Survival kit (Richard Williams) 2. Disney Animation: The Illusion of Life 3. Cartoon Animation 4.. Timing for Animation |
|-----------------|--|

| F.Y. B.Voc Semester I | | |
|---|--|------------------------------|
| Title of the Course and Course Code | Character Design Study (BVA-1021) Theory | Number of Credits: 02 |
| Course Outcomes (COs) On completion of the course, the students will be able to: | | |
| CO1 | Recall the basics of drawing and sketching | |
| CO2 | Illustrate the importance of character designing | |
| CO3 | Demonstrate the usage of expressions in character design | |
| CO4 | Identify, analyze types of characters and their styles | |
| CO5 | Review different type of concept arts in context of characters | |
| CO6 | Create Character Bible, Model Sheets for a newly designed character. | |

| Unit No. | Title of Unit and Contents | No. of hours |
|-----------------|---|---------------------|
| I | Introduction to Character design for animation. | 5 |
| II | Character design for different industries. | 5 |
| III | Introduction to Caricaturing. 1.1 Human Face Proportions 1.2 Exaggeration 1.3 Caricaturing faces from photo references Creating multiple variations for one face | 7 |
| IV | Exaggerating poses | 3 |
| V | Principles of Character Design 1.1 Proportions 1.2 Exaggeration 1.3 Basic shapes (Circle, Square, Triangle) 1.4 Volume 1.5 Body Construction 1.6 Silhouette 1.7 Contrast 1.8 Rhythm 1.9 Color | 10 |

Learning Resources:

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|------------------------|--|
| Reference Books | <ol style="list-style-type: none"> 1. The Animator's Survival kit (Richard Williams) 2. Disney Animation: The Illusion of Life 3. Acting for Animators 4. Cartoon Animation 5. Timing for Animation |
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F.Y. B.Voc Semester I

| Title of the Course and Course Code | FOUNDATION ART (BVA 1031) | Number of Credits : 02 |
|---|--|--------------------------------|
| On completion of the course, the students will be able to: | | Bloom's Cognitive level |
| CO1 | Recall the basics of drawing and material handling. | 1 |
| CO2 | Illustrate the importance of elements of designs | 2,3 |
| CO3 | Demonstrate the usage of positive and negative space in a design composition. | 3 |
| CO4 | Identify, analyze color theory and color harmony in drawing and sketching. | 1,4 |
| CO5 | Review different type of art forms. | 5 |
| CO6 | Create backgrounds and compositions with the help of color theory and color harmony. | 6 |

| Practical No. | Title |
|---------------|---|
| 1 | Basics of Drawing |
| 2 | Elements of Design 1. Point 2. Line 3. Shape 4. Texture 5. Colors 6. Form 7. Space 8. Value |
| 3 | Colour theory : 1. Grayscale 2. Colour wheel 3. Colour scheme 4. Trying different materials (Water colour & poster colour) |
| 4 | Object drawing _1: 1. Object Drawing Basics 2. 3d Objects (Creating Object and Shading as per texture of Creating object) |
| 5 | Perspective: 1. 1 point perspective 2. 2 point perspective 3. 3 point perspective |
| 6 | Object Drawing _2: 1. Manmade objects 2. Nature objects |
| 7 | Composition study: 1. Application of Design Elements 2. Positive space negative space |

Learning Resources

1. The Animation survival kit by Richard Williams.

F.Y. B. Voc Semester I

| Title of the Course and Course Code | Visual Communication Study (BVA 1041) | Number of Credits : 02 |
|---|--|--------------------------------|
| On completion of the course, the students will be able to: | | Bloom's Cognitive level |
| CO1 | Describe basics of Communication. | 1 |
| CO2 | Explain theory of Visual Communication. | 2,4 |
| CO3 | Apply rules of communication theory. | 3 |
| CO4 | Analyze various camera angles and shots. | 4 |

| Unit No. | Title of Unit and Contents | No. of Lectures |
|----------|--|-----------------|
| | Introduction to Visual Communication 1. Visual language 2. Visual grammar- perception, composition, grouping and organization, balance, ratio and proportion, rule of thirds, light, color harmony and contrast 3. Classification of shots 4. Principles of visual grammar 5. Film, video, e books, art, modern ways | 12 |
| 2 | Socio cultural history of Visual Communication 1. History of visual communication 2. Visual literacy 3. How to read visuals 4. Impact of Visual Communication on People | 7 |
| 3 | Symbolic communication 1. Symbolism 2. Indian Context | 7 |
| 4 | Presentation Methods of Visual Communication 1. Forms of visual communication 2. Approaches to visual communication 3. Design principles 4. Design processes | 8 |
| 5 | Visual analytics and models 1. Color theory 2. Visual analysis (motion, static) 3. Visual aids and advance techniques | 8 |

Learning Resources

- Visual Communication: Images with Messages by Paul Martin
- Visual Communication: Integrating Media, Art, and Science By Rick Williams, Julianne Newton

F.Y. B.Voc Semester I

| Title of the Course and Course Code | PHOTOGRAPHY TECHNIQUES 1 BVA 1051 | Number of Credits : 02 |
|---|---|--------------------------------|
| On completion of the course, the students will be able to: | | Bloom's Cognitive level |
| CO1 | Recall history of Photography | 1 |
| CO2 | Explain camera functioning | 2,4 |
| CO3 | Operate camera and its accessories | 3 |
| CO4 | Compare lighting techniques and types of lenses | 2,4,5 |

| | Title and Contents | No. of Lectures |
|-------------------|---|-----------------|
| Unit - I | Evolution of Photography <ul style="list-style-type: none"> • Definition of Photography • Origin of Camera World • Urge of Invention of Photography • Camera obscura - Pinhole - Box camera - DSLR | 08 |
| Unit - II | Digital Photography <ul style="list-style-type: none"> • Basics of Digital Photography • Camera Equipment • Camera Settings • Basics of Image Formation | 12 |
| Unit - III | Various Camera and Lenses <ul style="list-style-type: none"> • Introduction to Mirror less camera technology / working • Types of Lenses (Distortions, properties, focal length, Depth) • Crop Factor and effective focal length calculation) • Creative Photography (Angles in Photography) | 08 |
| Unit - IV | Color Theory and Lightning Techniques <ul style="list-style-type: none"> • Color Space + Colour symbolism + Colour harmonies • Histogram • What are major sources of lights? • Types of Lights in Photography. (Main / Key Light, Fill Light, Cut Light/Kick Light, Background Light). • Flash Operating Modes • Green Screen Lighting | 10 |
| Unit - V | Composition <ul style="list-style-type: none"> • What is composition in Photography? Its significance. • Types of Composition: Symmetrical, Radial, Diagonal, Letter Box, Tall Crop, Rule of third, Overlapping, Frame in Frame, Geometrical Shapes & Forms. | 12 |
| Unit - VI | Camera Handling sessions | 10 |

References:

- Fundamentals of Photography Book by Tom Ang.
- Cinematography: Theory and Practice: Image Making for Cinematographers and Directors, by Blain Brown.
- The Filmmaker's Handbook: A Comprehensive Guide for the Digital Age: 2013 Edition.
- Guide to Postproduction for TV and Film: Managing the Process by Barbara Clark.

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| F.Y. B.Voc Semester I | | |
| Title of the Course and Course Code | Basics of Animation - 1 (BVA 1061) (GE/OE) | Number of Credits : 02 |
| Course Outcomes (COs) | | |
| On completion of the course, the students will be able to: | | |
| CO1 | Describe the evolution of animation and its history. | |
| CO2 | Discuss the art of movement and analyze creative work of artist. | |
| CO3 | Examine various processes of animation techniques that are developed with various equipment. | |
| CO4 | Compare and contrast various traditional animation techniques. | |

| Unit No. | Title of Unit and Contents | No. of Lectures |
|----------|-----------------------------------|-----------------|
| 1 | History of Animation | 4 |
| 2 | Early animations | 4 |
| 3 | Early approaches to motion in art | 6 |
| 4 | Animation Techniques | 6 |
| 5 | History of Indian Animation | 6 |
| 6 | Principles of Animations | 4 |

Learning Resources

1. "Cartoon Animation", Preston Blair, Walter T. Foster, Apple Press, Limited, Eighth Edition, ISBN 1560100842
2. "History of Animation": Facts and Figures, Bredson, Philips Cardiff, Pearson Publications, 1972

SEMESTER II

| F.Y. B.Voc Semester II | | |
|---|---|------------------------------|
| Title of the Course and Course Code | Stop Motion Study (BVA 1002) (Major-Theory) | Number of Credits: 02 |
| Course Outcomes (COs) On completion of the course, the students will be able to: | | |
| CO1 | Describe the working of stop motion industry. | |
| CO2 | Explain the process of handling materials for clay modelling and cut out animation. | |
| CO3 | Classify armature and miniature modelling. | |
| CO4 | Differentiate techniques between cut-out animation and clay-mation. | |
| CO5 | Create an animated clip by using the cut out and clay animation techniques. | |

| Unit No. | Title of Unit and Contents | No. of hours |
|-----------------|---|---------------------|
| I | Introduction to Stop Motion Animation. | 2 |
| II | Stop Motion Animation Production pipeline. 1.1 Pre-Production 1.2 Production 1.3 Post - Production | 3 |
| III | Types of Stop Motion Animation 1.1 Puppet animation 1.2 Cutout Animation | 5 |
| IV | History of Stop Motion Animation | 2 |
| V | Supplies for Stop Motion Animation | 2 |
| VI | Puppet Animation 1 Types of Clays 1.1 Water Based Clay 1.2 Oil Based Clay 2 Armatures 1.1 Wire Armature 1.2 Ball-Socket Armature 3 Character Design for Stop Motion Animation 4 Molds Mold making techniques & its importance. 5 Foam Latex Material 6 Latex buildup Puppets 7 Clay Puppets | 5 |

| | | |
|-------------|--|----------|
| VII | Introduction to Cutout Animation 1 History of Cutout animation 2 Style of cutout animation 3 Pipeline For cutout animation | 5 |
| VIII | Group Project (Clay Animation / Cutout Animation) 1 Preproduction 2 Animation 3 Final Project Presentations and Viva | 5 |

Learning Resources:

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|-----------------|--|
| Reference Books | 1 The Art of Stop-Motion Animation (Ken A. Priebe) |
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F.Y. B.Voc Semester II

| Title of the Course and Course Code | FOUNDATION ART – 2 BVA 1012 | Number of Credits : 02 |
|---|---|---------------------------|
| Course Outcomes (COs) | | |
| On completion of the course, the students will be able to: | | |
| CO1 | Recall the basics of drawing and sketching | |
| CO2 | Illustrate the importance of color theory | |
| CO3 | Demonstrate the usage of 1-2 point perspective in drawing | |
| CO4 | Identify, analyze color theory and color harmony in drawing and sketching. | |
| CO5 | Review different type of art forms. | |
| CO6 | Create backgrounds, compositions and storyboards with the help of color theory and color harmony. | |

| Sr. No. | Title | |
|---------|---|----|
| 1 | Human Anatomy 1. Basic proportions (Human Body & Face) 2. Hands 3. Legs & Feet | 10 |
| 2 | Figure drawing Advance sketching 1. Time sketching 2. Outdoor sketching 3. Action base sketching 4. Line of action 5. | 10 |
| 3 | Landscape Sketching | 10 |
| 4 | Advance Colour theory 6. Color psychology 7. color schemes 8. character color schemes 9. Project on Color | 10 |
| 5 | 1 point perspective 1. Create an object in which student can understand the depth, hollow, extrude and overlapping objects. 2. Project in 1 point | 10 |
| 6 | 2 point perspective 1. Create an object in which student can understand the depth, hollow, extrude and overlapping objects. 2. Project in 2 point | 10 |

F.Y. B.Voc Semester II

| F.Y. B.Voc Semester II | | |
|---|---|--------------------------------|
| Title of the Course and Course Code | DIGITAL Media Study – 1 (BVA 1022) | Number of Credits : 02 |
| On completion of the course, the students will be able to: | | Bloom's Cognitive level |
| CO1 | Recall theoretical knowledge of print and digital media. | 1 |
| CO2 | Explain various concepts of digital art. | 2,4 |
| CO3 | Illustrate the usage of various tools for graphic software. | 2,3 |
| CO4 | Identify various points of switching from hand drawings to digital platforms. | 1,4 |
| CO5 | Create background for 2d animation, texturing for 3d animation using digital platforms. | 6 |

| Practical No. | Title |
|----------------------|---|
| 1 | Black and White photo to Color |
| 2 | Photo Manipulation |
| 3 | Digital Painting Object |
| 4 | Digital Painting Nature Object |
| 5 | Digital Painting Landscape |
| 6 | Character Design |
| 7 | Layout Design for Animation |
| 8 | Matte Painting |
| 9 | 1 Introduction to digital sketching 2 Tracing traditional sketches / designs in digital image editing software |

References: <https://helpx.adobe.com/in/creative-cloud/tutorials-explore.html>

F.Y. B.Voc Semester II

| Title of the Course and Course Code | DIGITAL MEDIA STUDY- 2 BVA 1032 | Number of Credits : 02 |
|---|--|--------------------------------|
| On completion of the course, the students will be able to: | | Bloom's Cognitive level |
| CO1 | Recall theoretical knowledge of print and digital media. | 1 |
| CO2 | Explain various concepts of digital art. | 2,4 |
| CO3 | Illustrate the usage of various tools for vector graphic software. | 2,3 |
| CO4 | Identify various points of vector design styles & raster designing | 1,4 |
| CO5 | Recall theoretical knowledge of print and digital media. | 6 |

| Practical No. | Title |
|---------------|--------------------------|
| 1 | Logo Design |
| 2 | Typography |
| 3 | Visiting Card Design |
| 4 | Brochure design |
| 5 | Cover page design |
| 6 | Cartoon Character design |
| 7 | Cartoon Character design |
| 8 | Landscape Design |
| 9 | Character Design |
| 10 | Character Design |

References: <https://helpx.adobe.com/in/creative-cloud/tutorials-explore.html>

F.Y. B.Voc Semester II

| | | |
|---|--|-----------------------------------|
| Title of the Course and Course Code | TRADITIONAL ANIMATION – 2 BVA 1042 | Number of Credits : 02 |
| Course Outcomes (COs) | | |
| On completion of the course, the students will be able to: | | |
| CO1 | Describe the production pipeline of animation. | |
| CO2 | Discuss the art and style carried in 2D Animation. | |
| CO3 | Determine various animation techniques with basic principles of animation. | |
| CO4 | Apply action analysis and observations to animated drawings. | |

| Sr. No. | Title | Credits |
|---------|---|---------|
| 1 | Basic walk cycle 1. Profile 2. Front | 10 |
| 2 | Run Cycle 1. Profile 2. Front | 10 |
| 3 | Character turn table animation 1. Face 2. Full body | 10 |

Learning Resources:

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|-----------------|---|
| Reference Books | <ol style="list-style-type: none"> 1. The Animator's Survival kit (Richard Williams) 2. Disney Animation: The Illusion of Life 3. <i>Acting for Animators</i> 4. <i>Cartoon Animation</i> 5. <i>Timing for Animation</i> |
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F.Y. B.Voc Semester II

| Title of the Course and Course Code | PHOTOGRAPHY TECHNIQUES 2 (BVA 1052) | Number of Credits : 02 |
|---|--|--------------------------------|
| On completion of the course, the students will be able to: | | Bloom's Cognitive level |
| CO1 | Recall basics of Camera | 1 |
| CO2 | Explain lighting & cinematography techniques | 2,4 |
| CO3 | Execute video shoots with lighting setups | 3 |
| CO4 | Compare different cameras with lenses | 2,4,5 |

| | Title and Contents | No. of Lectures |
|-------------------|--|-----------------|
| Unit - I | <p>Development</p> <ol style="list-style-type: none"> 1. Before a film can get started, it needs to go through the “development” phase. This phase includes the creation, writing, organizing and planning of a film project. The budget must be set, cast goes through auditions, the location is decided, and multiple scripts are written. Many times, writers and directors create storyboards to entice producers to finance the film. 2. Responsibility of the Cinematographer + Story boarding 3. Pre-Production, Production and Post-Production stages | 05 |
| Unit - II | <p>Basic Grammar of Video</p> <ol style="list-style-type: none"> 1. Camera Angles 2. Types of Shots 3. Composition Rules (+ Revision) 4. Stop Motion (Animation - Photography) 5. What is Stop-Motion Imagery? 6. Applications / Impacts 7. How to create stop motion animation (Techniques, do's / Don'ts) | 11 |
| Unit - III | <p>Advance Lighting</p> <ol style="list-style-type: none"> 1. Conventional, Soft and Diffused, Bounce, Source, Hard and Creative Lighting Revision + Use of colours in Films (Colour theory Revision + Colour symbolism) Outdoor Lighting Wide and Huge Sets - Day Effect, Night Effect and Creative Lighting. Matching Indoor With Outdoor 2. Exposure Metering - Incident Light, Reflected Light, Spot Light, etc. Study about different kinds of Lights - Incandescent Lamps, Tungsten Halogen, HMI, PAR Lights, Kinoflo, etc. | 10 |

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| Unit - IV | Cinematography 1. Different Types of Film Movie Cameras. + Basics of Aspect ratios (Cinemascope / IMAX / 4:3 / 16:9 / 1:1) (No need to study each camera individually , reference reading and websites (ARRI / RED / Canon ,etc.) Will be provided to students in order to read out the info about the digital Film cameras) 2. Slow and Fast Motions, Changing of Shutter Angles and Ramping 3. Special Effects using In-Camera techniques + Camera Movements (Simple to Complex) | 10 |
| Unit - V | Post Production, Color Grading, Digital Intermediate 1. Image Processing 2. Color Gradations 3. Digital Audio recording, Editing and Reproduction 4. Video Editing - Media Management, Working in the audio, Effects & Transition, Animation, Titles 5. Special Effects 6. Budget, Timelines, Recce | 09 |
| References: 1. Picture Perfect Practice and Picture Perfect Posing by Roberto Valenzuela. 2. Understanding Exposure by Bryan Peterson. 3. Film is not Dead by Jonathon Canlas. 4. The Art of Color by Itten. | | |

| F.Y. B.Voc Semester II | | |
|---|---|------------------------------|
| Title of the Course and Course Code | BASICS OF ANIMATION -2 (BVA-1062)(GE/OE) | Number of Credits: 02 |
| Course Outcomes (COs) On completion of the course, the students will be able to: | | |
| CO1 | Describe the evolution of animation and its history. | |
| CO2 | Discuss the art of movement and analyze creative work of artist. | |
| CO3 | Examine various processes of animation techniques that are developed with various equipments. | |
| CO4 | Compare and contrast various traditional animation techniques. | |

| Unit No. | Title of Unit and Contents | No. of Lectures |
|-----------------|--|------------------------|
| 1 | 2D Animation a) Digital Animation b) Classical Animation c) Vector Animation | 6 |
| 2 | 3D Animation a) Modelling b) Texturing c) Rigging d) Animation e) Lighting f) FX | 6 |
| 3 | Stop Motion Animation a) Clay Animation b) Cutout Animation | 6 |
| 4 | Gaming a) Classification of Games b) Generations of Games c) Game process | 6 |
| 5 | VFX a) Early VFX b) Modern VFX c) Rotoscopy d) Chroma Removal e) Tracking | 6 |

F.Y. B.Voc Semester II

| | | |
|---|---|------------------------------|
| Title of the Course and Course Code | ADVANCE CHARACTER STUDY (SEC) BVA 1072 | Number of Credits: 02 |
| Course Outcomes (COs) | | |
| On completion of the course, the students will be able to: | | |
| CO1 | Recall the basics of drawing and sketching | |
| CO2 | Illustrate the importance of character designing | |
| CO3 | Demonstrate the usage of expressions in character design | |
| CO4 | Identify, analyze types of characters and their styles | |
| CO5 | Review different type of concept arts in context of characters | |
| CO6 | Create Character Bible, Model Sheets for a newly designed character | |

| Unit No. | Title of Unit and Contents | No. of hours |
|------------|---|--------------|
| I | Creating Characters from basic shapes | 10 |
| II | Character design Process | 10 |
| III | Character designing from live Action characters | 5 |
| IV | Character designing demo- 1 Brainstorming / Conceptualizing character's description 2 Creating basic body construction through rough sketches 3 Creating multiple options for the same character 4 Finalising the design | 10 |
| V | Introduction to character Model Sheets | 5 |
| VI | Creating a Character Model Sheet 1 Three Fourth angle 2 Front Angle 3 Side / Profile Angle 4 Back Angle 5 Back Three Fourth Angle | 10 |