



Deccan Education Society's
Fergusson College (Autonomous)
Pune

Learning Outcomes-Based Curriculum
for 3 / 4 years B. Sc. Programme
as per guidelines of
NEP-2020

for
F. Y. B. Sc. (Animation)
With effect from Academic Year
2023-2024

	Program Outcomes (POs) for B. Sc. Animation
PO1	Academic Competence: (i) Create competence in the fields of Computer Graphics assets creation, Visual Effects, Gaming and Graphic designing. (ii) Understand the ongoing changing trends and keep them updated with the latest technology. (iii) Produce creative and technical skills in various domains of Animation, Gaming, VFX and multimedia. This will enable them to be employed globally.
PO2	Personal and Professional Competence: (i) Use critical thinking skills and problem-solving strategies for overall development of the professional 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 by working on team projects & assignments.
PO3	Research Competence: (i) Apply technical knowledge and methodologies from animation softwares in order to conduct research and demonstrate appropriate skill to seek solutions to problems that emerge in various fields of 3d animation & VFX simulations
PO4	Entrepreneurial and Social competence: (i) Develop Entrepreneurial capabilities considering animation industry works mainly on freelancing and individual creativity. (ii) Build adequate knowledge, skill, dedication and work ethics required for accomplishment of the assigned task and strengthen social competency skills. (iii) Able to demonstrate their acquired knowledge for the growth of social and ethical values in outdoor activities, such as service learning, internships and field work. (iv) Maintain and develop ethics of Media, Animation & Gaming Industry as these industries plays vital role in today's generations

Program Specific Outcomes (PSOs) for F. Y. B. Sc. Animation	
PSO No.	Program Specific Outcomes (PSOs) Upon completion of this programme the student will be able to
PSO1	Academic competence: (i) Create competence in the fields of Computer Graphics assets creation, Visual Effects, Gaming and Graphic designing. (ii) Understand the ongoing changing trends and keep them updated with the latest technology. (iii) Produce creative and technical skills in various domains of Animation, Gaming, VFX and multimedia. This will enable them to be employed globally.
PSO2	Personal and Professional Competence: (i) Use critical thinking skills and problem-solving strategies for overall development of the professional 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 by working on team projects & assignments.
PSO3	Research Competence: (i) Apply technical knowledge and methodologies from animation softwares in order to conduct research and demonstrate appropriate skill to seek solutions to problems that emerge in various fields of 3d animation & VFX simulations
PSO4	Entrepreneurial and Social competence: (i) Develop Entrepreneurial capabilities considering the animation industry works mainly on freelancing and individual creativity. (ii) Build adequate knowledge, skill, dedication and work ethics required for accomplishment of the assigned task and strengthen social competency skills. (iii) Able to demonstrate their acquired knowledge for the growth of social and ethical values in outdoor activities, such as service learning, internships and field work. (iv) Maintain and develop ethics of Media, Animation & Gaming Industry as these industries play a vital role in today's generations.

Fergusson College (Autonomous), Pune
Proposed First Year Curriculum as per NEP 2020

Department of Animation
Structure for Major / Minor

Semester	Paper Code	Paper Title	Credits
I	ANI-100 (Major)	Classical Animation Practical	2
	ANI-101 (Major)	Basics of Animation Theory	4
	ANI-120 (GE/OE)	Industrial Drawing Theory	2
	ANI-121 (GE/OE)	Basics of Animation Theory	2
	ANI-130 (VSC)	Still Photography Voc. Skill	2
	ANI-140 (SEC)	Character Design Skill	2
	IKS-101 (IKS)	Indian Art & Culture IKS	2
II	ANI-150 (Major)	Advance Character Design Practical	2
	ANI-151 (Major)	Stop Motion Animation Theory	4
	ANI-161 (Minor)	Basics of Animation Theory	2
	ANI-170 (GE/OE)	Indian Art & Culture Theory	2
	ANI-171 (GE/OE)	Introduction to Game Design Theory	2
	ANI-180 (VSC)	Digital Film Production Voc. Skill	2
	ANI-190 (SEC)	Advance Foundation Art Skill	2

Teaching and Evaluation (Only for FORMAL education courses)

Course Credits	No. of Hours per Semester Theory/Practical	No. of Hours per Week Theory/Practical	Maximum Marks	CE 40 %	ESE 60%
1	15 / 30	1 / 2	25	10	15
2	30 / 60	2 / 4	50	20	30
3	45 / 90	3 / 6	75	30	45
4	60 / 120	4 / 8	100	40	60

Eligibility: As per the rules and regulations of Savitribai Phule Pune University (SPPU)

F.Y. B.Sc. Semester I		
Title of the Course and Course Code	Classical Animation (ANI-100) (Major-Practical)	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.	
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 1.2 Jumping Sack 1.3 Pendulum Animation 1.4 Bird Fly 1.5 Wave Principle 1.6 Walk Cycle 1.7 Smears in animation	18
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Learning Resources:

Reference Books	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. Sc. (ANIMATION) SEMESTER – I

ANIMATION PAPER - I

TITLE: Basics of Animation

Paper CODE: ANI-101 (Major)

F. Y. B. Sc. Semester I		
Title of the Course and Course Code	Basics of Animation (ANI-101) (Major-Theory)	Number of Credits: 04
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	10
2	EARLY STUDIOS AND ANIMATION PIONEERS 1. Walt Disney 2. Max Fleischer 3. Tex Avery 4. Warner bros	10

3	EARLY APPROACHES TO MOTION IN ART 1. Animation Before Films 2. The Magic Latern 3. Thaumatrope 4. Phenakistoscope 5. Zeotrope 6. Flip Book	10
4	ANIMATION TECHNIQUES 1. Stop Motion 2. Puppet 3. Cut-out 4. Clay Etc	10
5	HISTORY OF INDIAN ANIMATION, INDUSTRIES AND STUDIOS 1. Growth of Indian Industry and Studio 2. Animation art in India	10
6	Introduction to Photoshop 1. Photoshop interface 2. Basic Tools 3. Black and White to color 4. Matte Painting	10

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

F.Y. B.Sc. (ANIMATION) SEMESTER – I
ANIMATION PAPER - I
TITLE: Industrial Drawing
Paper CODE: ANI-120 (GE/OE)
(For other streams: Arts & Science students)

F. Y. B. Sc. Semester I		
Title of the Course and Course Code	Industrial Drawing (ANI-120) (GE/OE)	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 material handling.	
CO2	Illustrate the importance of elements of designs	
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	Demonstrate renders with appropriate style and proportions.	

Unit No.	Title of Unit and Contents	No. of Lectures
1	Introduction to drawing	4
2	Color pallet & wheel	4
3	1 – point perspective	6
4	2-point perspectiv	6
5	Basic rendering	6
6	Basic anatomy	4

F. Y. B. Sc. (ANIMATION) SEMESTER - I
ANIMATION PAPER - I
TITLE: Basics of Animation
Paper CODE: ANI-121 (GE/OE)
(For other streams: Arts & Science students)

F. Y. B. Sc. Semester I		
Title of the Course and Course Code	Basics of Animation (ANI-121) (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.	
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	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

F. Y. B. Sc. (ANIMATION) SEMESTER - I
ANIMATION PAPER - I
TITLE: Still Photography
Paper CODE: ANI-130 (VSC)

Title of the Course and Course Code	Still Photography (ANI-130)	Number of Credits: 02
Course Outcomes (COs) On completion of the course, the students will be able to:		
CO1	Recall history of Photography	
CO2	Explain camera functioning	
CO3	Operate camera and its accessories	
CO4	Compare lighting techniques and types of lenses	
CO5	Review color theory	
CO6	Generate photographs using the given techniques	

Unit No.	Title of Unit and Contents	No. of hours
I	What is Photography? - Meaning of Photography. - Genres in Photography - Photography as a Medium. - Need of the Photos in the targeted work area.	3
II	Formation of a Digital Image - Digital image (Pixel) - Technical Qualities of a Photograph	7
III	History of Images in Short - How the Photographs were made in the 18th Century. - Evolvement of Photography as a 'Medium' - Meaning making process in photography	4
IV	DSLR (Handling techniques) - Knowing the equipment and its functionality - What is an Exposure - Functions and effects of Aperture, Shutter, ISO	6

V	Composition in Photography - Aesthetic qualities of an image - Composition rules and design principles	5
VI	Image reading and appreciation - Screening of images and discussions over the same. - How to read the Photographic image (With / Without Context)	5

Learning Resources:

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

F. Y. B. Sc. (ANIMATION) SEMESTER - I
ANIMATION PAPER - I
TITLE: Character Design
Paper CODE: ANI-140 (SEC)

Title of the Course and Course Code	Character Design (ANI-140) (SEC)	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:

Reference Books	- The Animator's Survival kit (Richard Williams) - Disney Animation: The Illusion of Life - Acting for Animators - Cartoon Animation - Timing for Animation
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F. Y. B. Sc. (ANIMATION) SEMESTER – I
ANIMATION PAPER - I
TITLE: Indian Knowledge System
Paper CODE: IKS-101 (IKS)

F. Y. B. Sc. (Animation) - Semester I		
IKS-101	Indian Knowledge System (IKS)	Credits: 2 Hours: 30
Course Outcomes (COs) On completion of the course, the students will be able to:		
CO1	Recall the basic concepts of Indian Knowledge System (IKS)	
CO2	Articulate the foundation of IKS and explain historical and cultural context of Indian knowledge systems	
CO3	Use the knowledge of IKS to understand discipline specific case studies.	
CO4	Develop critical thinking and problem-solving skills in the context of Indian knowledge systems.	

Unit	Contents	No. of hours
I	Overview of IKS 1.1 Survey of IKS Domains: A broad overview of disciplines included in the IKS and historical developments. 1.2 Sources of IKS knowledge, classification of IKS texts, a survey of available primary texts, translated primary texts, and secondary resource materials. Differences between a sutra, bhashya, karika, and vartika texts. Fourteen/eighteen vidyasthanas, tantrayukti 1.3 Vocabulary of IKS: Introduction to Panchamahabhutas, concept of a sutra, introduction to the concepts of non-translatable (Ex. dharma, punya, aatma, karma, yagna, shakti, varna, jaati, moksha, loka, daana, itihaasa, puraana etc.) and importance of using the proper terminology. Terms such as praja, janata, loktantra, prajatantra, ganatantra, swariva, surajya, rashtra, desh. 1.4 Philosophical foundations of IKS: Introduction to Samkhya, vaisheshika and Nyaya. 1.5 Methods in IKS: Introduction to the concept of building and testing hypothesis using the methods of tantrayukti. Introduction to pramanas and their validity, upapatti; Standards of argumentation in the vada traditions (introduction to concepts of vaada, samvaada, vivaada, jalpa, vitanda). Concept of poorvapaksha, uttarapaksha.	15
II	Case Studies (Few of these may be selected as appropriate) 2.1 Mathematics of Madhava, Nilakantha Somayaji 2.2 Astronomical models of Aryabhata 2.3 Wootz steel, Aranumula Mirrors, and lost wax process for bronze castings 2.4 Foundational aspects of Ayurveda 2.5 Foundational aspects of Ashtanga yoga 2.6 Foundational aspects of Sangeeta and Natva Shastra 2.7 Discipline Specific Case Study	10
III	India and the World:	05

	3.1 Influence of IKS on the world, knowledge exchanges with other classical civilizations. and inter-civilizational exchanges	
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Learning Resources:

1. An Introduction to Indian Knowledge Systems: Concepts and Applications, B Mahadevan, V R Bhat, and Nagendra Pavana R N; 2022 (Prentice Hall of India).
2. Indian Knowledge Systems: Vol I and I, Kapil Kapoor and A K Singh; 2005 (D. K. Print World Ltd).
3. The Beautiful Tree: Indigenous India Education in the Eighteenth Century. Dharampal, Biblia Impex, New Delhi, 1983. Reprinted by Keerthi Publishing House Pvt. Ltd. Coimbatore, 1995.
4. Indian Science and Technology in the Eighteenth Century, Dharampal. Delhi: Impex India, 1971. The British Journal for the History of Science.
5. The Wonder That Was India, Arthur Llewellyn Basham, 1954, Sidgwick & Jackson.
6. The India they saw series (foreigner visitors on India in history from 5CE to 17th century), Ed. Meenakshi Jain and Sandhya Jain, Prabhat Prakashan.

SEMESTER II

F. Y. B. Sc. (ANIMATION) SEMESTER - II
ANIMATION PAPER - I
TITLE: Advance Character Design
Paper CODE: ANI-150 (Major)

Title of the Course and Course Code	Advance Character Design (ANI-150) (Major-Practical)	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
VII	Photoshop 1 Introduction to digital sketching 2 Tracing traditional sketches / designs in Photoshop	10

F. Y. B. Sc. (ANIMATION) SEMESTER - II
ANIMATION PAPER - I
TITLE: Stop Motion Animation
Paper CODE: ANI-151 (Major)

Title of the Course and Course Code	Stop Motion Animation (ANI-151) (Major-Theory)	Number of Credits: 04
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	Review the techniques of tool handling.	
CO6	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.	5
II	Stop Motion Animation Production pipeline. 1.1 Pre-Production 1.2 Production 1.3 Post - Production	5
III	Types of Stop Motion Animation 1.1 Puppet animation 1.2 Cutout Animation	5
IV	History of Stop Motion Animation	3
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	15

VII	Introduction to Cutout Animation 1 History of Cutout animation 2 Style of cutout animation 3 Pipeline For cutout animation	15
VIII	Group Project (Clay Animation / Cutout Animation) 1 Preproduction 2 Animation 3 Final Project Presentations and Viva	10

Learning Resources:

Reference Books	1 The Art of Stop-Motion Animation (Ken A. Priebe)
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F. Y. B. Sc. (ANIMATION) SEMESTER - II
ANIMATION PAPER - I
TITLE: Basics of Animation
Paper CODE: ANI-161 (Minor)
(For other streams: Arts & Science students)

F. Y. B. Sc. Semester I		
Title of the Course and Course Code	Basics of Animation (ANI-161)	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	5
2	EARLY STUDIOS AND ANIMATION PIONEERS 1. Walt Disney 2. Max Fleischer 3. Tex Avery 4. Warner bros	5
3	EARLY APPROACHES TO MOTION IN ART 1. Animation Before Films 2. The Magic Latern 3. Thaumatrope 4. Phenakistoscope 5. Zeotrope 6. Flip Book	8

4	ANIMATION TECHNIQUES 1. Stop Motion 2. Puppet 3. Cut-out 4. Clay Etc	5
5	HISTORY OF INDIAN ANIMATION, INDUSTRIES AND STUDIOS 1. Growth of Indian Industry and Studio 2. Animation art in India	2
6	Introduction to Photoshop 1. Photoshop interface 2. Basic Tools 3. Black and White to color 4. Matte Painting	5

F. Y. B. Sc. (ANIMATION) SEMESTER - II
ANIMATION PAPER - I
TITLE: Indian Art & Culture
Paper CODE: ANI-170 (GE/OE)
(For other streams: Arts & Science students)

Title of the Course and Course Code	Indian Art & Culture (ANI-170) (GE/OE)	Number of Credits: 02
Course Outcomes (COs) On completion of the course, the students will be able to:		
CO1	Recall the basics of Indian Art style.	
CO2	Describe the Indian sculptures.	
CO3	Identify and analyze types of Sculpting.	
CO4	Review different forms of dances.	
CO5	Review different genres of music.	
CO6	Describe the culture with relation to art.	

Unit No.	Title of Unit and Contents	No. of Lectures
1	Indian Architecture	4
2	Indian Painting	4
3	Indian Sculpture	5
4	Indian Puppetry	5
5	Indian Theatre & Cinema	4
6	Indian Dance Forms	4
7	Indian Music	4

F. Y. B. Sc. (ANIMATION) SEMESTER - II**ANIMATION PAPER - I****TITLE: Introduction to Game Design****Paper CODE: ANI-171 (GE/OE)****(For other streams: Arts & Science students)**

Title of the Course and Course Code	Introduction to game design (ANI-171) (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 gaming and its history.	
CO2	Describe and analyze generations of gaming.	
CO3	Classify video games and genres.	
CO4	Describe the production pipeline of game.	
CO5	Illustrate art with related to game.	
CO6	Explain Game Design Document.	

Unit No.	Title of Unit and Contents	No. of Lectures
1	History of gaming	3
2	Generations of video games	3
3	Classification of games	5
4	Gaming Production pipeline	5
5	Game design studio structure	2
6	Game play mechanics	4
7	Digital Art & Game design	5
8	Game design document	3

F. Y. B. Sc. (ANIMATION) SEMESTER - II
ANIMATION PAPER - I
TITLE: DIGITAL FILM PRODUCTION
Paper CODE: ANI-180 (VSC)

Title of the Course and Course Code	Photography II (ANI-180) (VSC)	Number of Credits: 02
Course Outcomes (COs)		
On completion of the course, the students will be able to:		
CO1	Recall basics of Camera	
CO2	Explain lighting & cinematography techniques	
CO3	Execute video shoots with lighting setups	
CO4	Compare different cameras with lenses	
CO5	Review post production techniques & stages	
CO6	Compose video footages to create final outputs	

Unit No.	Title of Unit and Contents	No. of hours
I	History of Revolution of camera - Pinhole camera (<i>Basic construction and Diagrams for reference</i>) - Box Camera (<i>Basic construction and Diagrams for reference</i>) - Parallax error - Need for the Invention of a SLR - How SLRs removed the parallax error.	4
II	DSLR (Handling techniques) - DSLR (<i>Definition, diagram and functioning of the various parts of DSLR</i>) - Advantages and Disadvantages of DSLR. - Knowing the equipment controls (<i>Buttons, Switches and modes dials on a DSLR</i>) - What is an Exposure - Functions of Aperture, Shutter, ISO - equivalent exposures - setting a White Balance for the images - Effects of the exposure controls on an image (<i>DOF / Movement / Grains in the images.</i>)	6
III	Aesthetics of images - Aesthetic qualities of an image (<i>Framing and Composition</i>) - Composition rules (<i>Rule of thirds, Golden points, Balance, Shapes, Leading Lines etc.</i>)	4
IV	Formats and Lenses - Camera Formats (<i>Small, Medium, Large</i>) - Types of lenses (<i>Wide / Normal / Tele</i>)	6

	- What is Perspective ? - Perspective distortion (Spherical distortion types) - Crop factor	
V	Colour theory / Colour psychology - What is Colour wheel? - Colour harmonies and their application. - Colour psychology and the meaning association. - Application of colours in our work of art.	5
VI	Introduction to Video - Difference between a still image and a video. (Digital Image Formation) - FPS - Pre production, Production and Post Production process (Intro)	2
	Basic Grammar of a Video. - Frame / Shot / Scene / Sequence / Story - Camera Angles - Types of Shots	3

Learning Resources:

REFERENCE Books -

1. Langford's Advanced Photography - the Guide for aspiring Photographers
2. The camera by Ansel Adams
3. 5 C's of Cinematography
4. If it is purple, Someone is gonna die (by Patti Bellantoni)

REFERENCE Youtube channels -

1. <https://www.youtube.com/@PIXELVILLAGE>
2. <https://www.youtube.com/@theartofphotography>
3. <https://www.youtube.com/@StudioBinder>

F.Y. B.Sc. (ANIMATION) SEMESTER - II**ANIMATION PAPER - I****TITLE: Advance Foundation Art****Paper CODE: ANI-190 (SEC)**

Title of the Course and Course Code	Advance Foundation Art (ANI-190) (SEC)	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.	

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

**Subjects Required for B. Sc. Animation as Minor (Sem II)
From Media & Communication**

F.Y. B.Sc. (ANIMATION) SEMESTER – II

ANIMATION PAPER - I

TITLE: Visual Communication

Paper CODE: ANI-160 (Minor)

(Option 1. For Animation students)

F.Y. B.Sc. Semester II		
Title of the Course and Course Code	Visual Communication (ANI-160)	Number of Credits: 02
Course Outcomes (COs)		
On completion of the course, the students will be able to:		
CO1	Describe basics of Communication.	
CO2	Explain theory of Visual Communication.	
CO3	Apply rules of communication theory.	
CO4	Analyze various camera angles and shots.	
CO5	Determine the importance of visuals in media.	
CO6	Create a design or storyboards for the films.	

Unit No.	Title of Unit and Contents	No. of Lectures
1	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 technique	8

Learning Resources:

Reference Books	Learning Resources • Visual Communication: Images with Messages by Paul Martin • Visual Communication: Integrating Media, Art, and Science By Rick Williams, Julianne Newton
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From Graphic Design

F.Y. B.Sc. (ANIMATION) SEMESTER – II

ANIMATION PAPER - I

TITLE: Illustrator

Paper CODE: ANI-160 (Minor)

(Option 2. For Animation students)

Title of the Course and Course Code	Vector Design (Illustrator) (ANI-160)	Number of Credits: 02
Course Outcomes (COs)		
On completion of the course, the students will be able to:		
CO1	Recall theoretical knowledge of print and digital media.	
CO2	Explain various concepts of digital art.	
CO3	Illustrate the usage of various tools for vector graphic software.	
CO4	Identify various points of vector design styles & raster designing.	
CO5	Compare Concept Art and Fantasy Art while converting from paper to digital format.	
CO6	Create art related to print media and vector based using digital platforms.	

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