



Deccan Education Society's
Fergusson College (Autonomous)
Pune

Learning Outcomes-Based Curriculum

for 3/4 years B. Voc. Programme

as per guidelines of

NEP-2020

for

F. Y. B. Voc. (Digital Art and Animation)

With effect from Academic Year

2023-2024

Program Outcomes (POs) for B. Voc. Programme	
PO1	Disciplinary Knowledge: Demonstrate comprehensive knowledge of the disciplines that form a part of a graduate programme. Execute strong theoretical and practical understanding generated from the specific graduate programme in the area of work.
PO2	Critical Thinking and Problem solving: Exhibit the skills of analysis, inference, interpretation and problem-solving by observing the situation closely and design the solutions.
PO3	Social competence: Display the understanding, behavioural skills needed for successful social adaptation , work in groups, exhibits thoughts and ideas effectively in writing and orally.
PO4	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.
PO5	Trans-disciplinary knowledge: Integrate different disciplines to uplift the domains of cognitive abilities and transcend beyond discipline-specific approaches to address a common problem.
PO6	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.
PO7	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.
PO8	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.
PO9	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.

PSO No.	Program Specific Outcomes(PSOs) Upon completion of this Programme the student will be able to
PSO1	Academic competence: (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 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. (ii) Review relevant literature and can develop a hypothesis and conduct methodical research on any topic related to Animation.
PSO4	Entrepreneurial and Social competence: (i) Break down course with 3 exit points gives this course more entrepreneurial options compared with regular graduation degrees. (ii) Develop Entrepreneurial capabilities considering animation industry works mainly on freelancing and individual creativity. (iii) Build adequate knowledge, skill, dedication and work ethics required for accomplishment of the assigned task and strengthen social competency skills. (iv) 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. (v) 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 Digital Art and Animation
Structure for Major / Minor

Semester	Paper Code	Paper Title	Credits
I	BVA-100 (Major)	Classical Animation Practical	2
	BVA-101 (Major)	Basics of Animation Theory	4
	BVA-120 (GE/OE)	Industrial Drawing Theory	2
	BVA-121 (GE/OE)	Basics of Animation Theory	2
	BVA-130 (VSC)	Photography Voc. Skill	2
	BVA-140 (SEC)	Character Design Skill	2
	IKS-101 (IKS)	Indian Knowledge Systems IKS	2
II	BVA-150 (Major)	Advance Character Design Practical	2
	BVA-151 (Major)	Stop Motion Animation Theory	4
	BVA-160 (Minor)	Photography II Theory	2
	BVA-170 (GE/OE)	Indian Art & Culture	2
	BVA-171 (GE/OE)	Introduction to Game Design	2
	BVA-180 (VSC)	Illustrator Voc. Skill	2
	BVA-190 (SEC)	Advanced 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. Voc. (Digital Art & Animation) SEMESTER – I

F. Y. B. Sc. Semester I		
Title of the Course and Course Code	Classical Animation (BVA-100)	Number of Credits : 03
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.	

ANIMATION PAPER - I
TITLE: Classical Animation
Paper CODE: BVA – 100 (Major)

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.	
II	2D classical animation pipeline. 1.1 Pre-Production 1.2 Production 1.3 Post - Production	
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	
IV	Introduction to Light box	
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	

Learning Resources:

Reference Books	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. (Digital Art & Animation) SEMESTER – I
ANIMATION PAPER - I
TITLE: Basics of Animation
Paper CODE: BVA-101 (Major)

F. Y. B. Sc. Semester I		
Title of the Course and Course Code	Basics of Animation (BVA-101)	Number of Credits: 03
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 analyse 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	
2	EARLY STUDIOS AND ANIMATION PIONEERS 1. Walt Disney 2. Max Fleischer 3. Tex Avery 4. Warner bros	
3	EARLY APPROACHES TO MOTION IN ART 1. Animation Before Films 2. The Magic Latern 3. Thaumatrope 4. Phenakistoscope 5. Zeotrope 6. Flip Book	

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

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. Voc. (Digital Art & Animation) SEMESTER – I
ANIMATION PAPER - I
TITLE: Industrial Drawing
Paper CODE: BVA-120 (GE/OE)
(For other streams: Arts & Science students)

F.Y. B.Sc. Semester I		
Title of the Course and Course Code	Industrial Drawing (BVA-120)	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. Voc. (Digital Art & Animation) SEMESTER – I

ANIMATION PAPER - I

TITLE: Basics of Animation

Paper CODE: BVA-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 (BVA-121)	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 analyse 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. Voc. (Digital Art & Animation) SEMESTER – I
ANIMATION PAPER - I
TITLE: PHOTOGRAPHY
Paper CODE: BVA-130 (VSC)

Title of the Course and Course Code	Photography (BVA-130)	Number of Credits: 03
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.	3
II	Formation of a Digital Image - Digital image (Pixel) - Technical Qualities of a Photograph	6
III	History of Photography in Short - Pinhole camera - Box Camera - Parallax error (and its removal) - Need for the Invention of a SLR	4
IV	DSLR (Handling techniques) - Knowing the equipment and its functionality - What is an Exposure - Functions and effects of Aperture, Shutter, ISO - equivalent exposures - setting a White Balance for the images	7
V	Aesthetics of images - Aesthetic qualities of an image - Composition rules and design principles	4

VI	Formats and Lenses - Camera Formats - Types of lenses - Application of lensing - Lens Defects	6
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Learning Resources:

References: REFERENCE Books - 1. Langford's Advanced Photography - the Guide for aspiring Photographers 2. The camera by Ansel Adams REFERENCE Youtube channels - 1. https://www.youtube.com/@PIXELVILLAGE 2. https://www.youtube.com/@theartofphotography
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F. Y. B. Voc. (Digital Art & Animation) SEMESTER - I
ANIMATION PAPER - I
TITLE: Character Design
Paper CODE: BVA-140 (SEC)

Title of the Course and Course Code	Character Design (BVA-140)	Number of Credits: 04
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.	
II	Character design for different industries.	
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	
IV	Exaggerating poses	
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	

Learning Resources:

Reference Books	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. (Digital Art & Animation) SEMESTER – I
ANIMATION PAPER - I
TITLE: Indian Knowledge Systems
Paper CODE: IKS-101 (IKS)

Title of the Course and Course Code	Indian Knowledge Systems (IKS-101)	Number of Credits : 04
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	
2	Indian painting	
3	Indian sculpture	
4	Indian Puppetry	
5	Indian theatre & Cinema	
6	Indian Dance forms	
7	Indian Music	

Learning Resources:

Reference Books	<i>Indian Art & Culture by Nitin Singhania</i>
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SEMESTER II

F. Y. B. Voc. (Digital Art & Animation) SEMESTER – II
ANIMATION PAPER - I
TITLE: Advance Character Design
Paper CODE: BVA-150 (Major)

Title of the Course and Course Code	Advance Character Design (BVA-150)	Number of Credits : 03
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	
II	Character design Process	
III	Character designing from live Action characters	
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	
V	Introduction to character Model Sheets	
V	Creating a Character Model Sheet 1 Three Fourth angle 2 Front Angle 3 Side/Profile Angle 4 Back Angle 5 Back Three Fourth Angle	
IV	Photoshop 1 Introduction to digital sketching 2 Tracing traditional sketches/designs in Photoshop	

Learning Resources:

Reference Books	
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F.Y. B. Voc. (Digital Art & Animation) SEMESTER – II

ANIMATION PAPER - I

TITLE: Stop Motion Animation

Paper CODE: BVA-151 (Major)

Title of the Course and Course Code	Stop Motion Animation (BVA-151)	Number of Credits : 03
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.	
II	Stop Motion Animation Production pipeline. 1.4 Pre-Production 1.5 Production 1.6 Post - Production	
III	Types of Stop Motion Animation 1.1 Puppet animation 1.2 Cutout Animation	
IV	History of Stop Motion Animation	
V	Supplies for Stop Motion animation	

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

Learning Resources:

Reference Books	1 The Art of Stop-Motion Animation (Ken A. Priebe)
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F. Y. B. Voc. (Digital Art & Animation) SEMESTER – II
ANIMATION PAPER - I
TITLE: Photography II
Paper CODE: BVA-160 (Minor)

Title of the Course and Course Code	Photography II (BVA-160)	Number of Credits : 03
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 Lectures
1	What is a Video? - Difference between a still image and a video. (Digital Image Formation) - FPS - Pre production, Production and Post Production process (Intro) - What is a Cinematographer ? What are his / her responsibilities?	5
2	Basic Grammar of a Video. - Frame / Shot / Scene / Sequence / Story - Camera Angles - Types of shots	6
3	Understanding the visuals / Films - Screening of Short films / Scenes from the movies - Discussion over the production design / dialogues / music in films. - Reading the frames - Visual Treatment and the meaning	5
4	Basic Video settings (on DSLR) - Basics of Exposure - Exposure triangle - Mounting a Camera on a Tripod and practicing basic shot taking. - 3 shot / 5 shot Assignments.	5
5	Aesthetics of images / video - Aesthetic qualities of an image - Composition rules and design principles	4

6	Colours and Lighting in Films - Light sources (Key + Fill + Rim) - Types of Lights - Lighting to create the mood / Look of the film. - Colours and their usage / application in Visual media	6
	Aspect Ratios - What are Aspect ratios? - Meanings and Impacts.	2

Learning Resources:

Reference Books	1. Langford's Advanced Photography - the Guide for aspiring Photographers 2. 5 C's of Cinematography 3. How to read a film by James Monaco REFERENCE YouTube channels - 1. https://www.youtube.com/@PIXELVILLAGE 2. https://www.youtube.com/@StudioBinder 3. https://www.youtube.com/@InDepthCine
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F. Y. B. Voc. (Digital Art & Animation) SEMESTER - II
ANIMATION PAPER - I
TITLE: Indian Art & Culture
Paper CODE: BVA-170 (GE/OE)
(For other streams: Arts & Science students)

Title of the Course and Course Code	Indian Art & Culture (BVA-170)	Number of Credits : 04
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	
2	Indian painting	
3	Indian sculpture	
4	Indian Puppetry	
5	Indian theatre & Cinema	
6	Indian Dance forms	
7	Indian Music	

Learning Resources:

Reference Books	
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F. Y. B. Voc. (Digital Art & Animation) SEMESTER – II
ANIMATION PAPER - I
TITLE: Introduction to Game Design
Paper CODE: BVA-171 (GE/OE)
(For other streams: Arts & Science students)

Title of the Course and Course Code	Introduction to game design (BVA-171)	Number of Credits : 03
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	
2	Generations of video games	
3	Classification of games	
4	Gaming Production pipeline	
5	Game design studio structure	
6	Game play mechanics	
7	Digital Art & Game design	
8	Game design document	

Learning Resources:

Reference Books	
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F. Y. B. Voc. (Digital Art & Animation) SEMESTER – II
ANIMATION PAPER - I
TITLE: Illustrator
Paper CODE: BVA-180 (VSC)

Title of the Course and Course Code	Illustrator (BVA-180)	Number of Credits: 03
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

Learning Resources:

REFERENCE Books - 1. Langford's Advanced Photography - the Guide for aspiring Photographers 2. The camera by Ansel Adams
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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. Voc, (Digital Art & Animation) SEMESTER – II
ANIMATION PAPER - I
TITLE: Advanced Foundation Art
Paper CODE: BVA-190 (SEC)

Title of the Course and Course Code	Foundation Art (BVA-190)	Number of Credits: 03
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
1	Advance sketching 1. Time sketching 2. Outdoor sketching 3. Action base sketching 4. Line of action
2	Advance Colour theory 1. Color psychology 2. color schemes 3. character color schemes 4. Project on Color
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
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	Human Anatomy 1. Basic proportions (Human Body & Face) 2. Hands 3. Legs & Feet 4. Figure drawing

