

## BA ANIMATION & VISUAL EFFECTS

### PROGRAMME OUTCOMES (PO)

On completion of the under graduate programme, the student expected to attain the following learning outcomes

| PO No | Graduate Programme Outcomes  |
|-------|--|
| PO 1  | Capability to do projects as per the industry standards.   |
| PO 2  | Identifies and becomes capable to take up different career opportunities.  |
| PO 3  | Acquires thorough understanding of principles of animation and visual effects.   |
| PO 4  | Develops an interdisciplinary approach among the students to have a strong foundation to pursue post-graduate programme. |
| PO 5  | Equipped to meet the industry demands with future developments.  |

### PROGRAMME SPECIFIC OUTCOMES (PSO)

BA in Animation and Visual Effects programme has been designed to prepare graduates for attaining the following specific learning outcomes.

| PSO No | Intended Programme Specific Outcomes   |
|--------|--|
| PSO 1  | Ability to apply knowledge of Art, Film and VFX.   |
| PSO 2  | Enhances the comprehensive understanding of the theory and its application in diverse fields.  |
| PSO 3  | Competent Creative talents as 3D or 2D animator, Layout artist, Scriptwriter, Storyboard artist, Rigger, Character modeler, Texturing artist, Roto artist, Video editor, Lighting and rendering artist, Motion graphics artist, Composer, Match move technician, Flash animator, Digital painter, Cartoonist, Illustrator, Concept artist, Photographer, Videographer, Visual effects supervisor, 3D architectural visualizer, etc.. |
| PSO 4  | Capability to create drawings, paintings and design miniatures for the feature films.  |
| PSO 5  | Ability to communicate effectively.  |

## Semester 1

| Name of the Course                            | Course Outcome  |
|---|---|
| <b>English-I</b>                              | <p><b>CO1</b> Reading Skills: Ability to read English with understanding and decipher paragraph patterns, writer techniques and conclusions.</p> <p><b>CO2</b> Writing Skills: Skill to develop the ability to write English correctly and master the mechanics of writing, the use of correct punctuation marks and capital letters.</p> <p><b>CO3</b> Listening Skills: Ability to understand English when it is spoken in various contexts.</p> <p><b>CO4</b> Speaking Skills: - Develops the ability to speak intelligibly using appropriate word stress, sentence stress and elementary intonation patterns.</p> |
| <b>History of Art and Design</b>              | <p><b>CO1</b> Understands the process of development of various art forms</p> <p><b>CO2</b> Learns the ancient cultures in the world</p> <p><b>CO3</b> Increases the visual perception and critical thinking capability</p> <p><b>CO4</b> Understands the visual communication basics</p>   |
| <b>Raster Graphics</b>                        | <p><b>CO1</b> Develops the design basics</p> <p><b>CO2</b> Learns various layouts for printing and other media</p> <p><b>CO3</b> Develops the Software skills from the scratch.</p>   |
| <b>Rudiments of Animation</b>                 | <p><b>CO1</b> Learns advance fundamentals of drawing and introduction to animation drawing</p> <p><b>CO2</b> Enhances the observation skills in drawing, life, and landscapes.</p> <p><b>CO3</b> Learns Character development.</p>  |
| <b>Techniques Of Photographic Composition</b> | <p><b>CO1</b> Understands composition idea for photographs, films and visual aesthetics.</p> <p><b>CO2</b> Acquires Photography skills</p> <p><b>CO3</b> Develops Cinematography skills</p>   |

## Semester II

| Name of the Course                             | Course Outcome   |
|--|--|
| <b>English-II</b>                              | <p><b>CO1</b> Reading Skills: - Ability to read English with with understanding and decipher paragraph patterns, writer techniques and conclusions.</p> <p><b>CO2</b> Writing Skills:- Skill to develop the ability to write English correctly and master the mechanics of writing the use of correct punctuation marks and capital letter.</p> <p><b>CO3</b> Listening Skills: - Ability to understand English when it is spoken in various contexts.</p> <p><b>CO4</b> Speaking Skills: - Develop the ability to speak intelligibly using appropriate word stress, sentence stress and elementary intonation patterns.</p> |
| <b>History of animation and visual effects</b> | <p><b>CO1</b> Understands the various animation processes around the world.</p> <p><b>CO2</b> Understands the various animation techniques such as time-lapse, stop motion, cut out animation, silhouette, Cell.</p> <p><b>CO3</b> CG computer animation Understands the American, Indian, Japanese, European animations.</p>  |
| <b>Planning For Animation</b>                  | <p><b>CO1</b> Learns to Create storyboard, Character design, and Character model sheet, Character Bible, Story and Script.</p> <p><b>CO2</b> Learns Syncing sounds with animatic.</p> <p><b>CO3</b> Creates 2D Animatic using the above.</p>   |
| <b>Introduction To 3D</b>                      | <p><b>CO1</b> Develops students into 3D modelers, texturing artists, rendering artists, interior designers, exterior designers, product renderers, architectural designers, etc.</p> <p><b>CO2</b> Develops students in to 3D animators.</p>   |
| <b>Character Design for Animation</b>          | <p><b>CO1</b> Develops the skills of character design artists, Concept artists, Anatomy artists. Etc.</p>  |

## Semester III

| Name of the Course                     | Course Outcome  |
|--|---|
| <b>3D Character Creation</b>           | <b>CO1</b> Achieves 3D modelling skills<br><b>CO2</b> Develops character modelling artists, character texturing artists, lighting and rendering artists, etc.   |
| <b>Introduction To Motion Graphics</b> | <b>CO1</b> Develops skills in motion graphics for media and advertisements,<br><b>CO2</b> Develops title animators in films and TV<br><b>CO3</b> Compositing artists in films.  |
| <b>Classical Animation</b>             | <b>CO1</b> Understands the principles of animation<br><b>CO2</b> Develops skills for creating animation using traditional animation instruments<br><b>CO3</b> Develops Compositing artists in films<br><b>CO4</b> Learns Digital animation using adobe flash.<br><b>CO5</b> Learns 2D traditional animation and 2D digital animation. |
| <b>Painting With Pixels</b>            | <b>CO1</b> Develops skills of Matte painting, digital painting, Texturing, Color grading.   |
| <b>Rigging For Animation</b>           | <b>CO1</b> Develops the skills of character rigging, muscle setup, cloth simulation, maya scripting, and a character setup.   |

## Semester IV

| Name of the Course            | Course Outcome   |
|-------------------------------|--|
| <b>Stop Motion Techniques</b> | <b>CO1</b> Develops skills among the students to produce stop motion animation.<br><b>CO2</b> Attains time lapse and pixilation skills<br><b>CO3</b> Acquires Cut out animation skills |
| <b>Acting For Animators</b>   | <b>CO1</b> Develops skills of an Actor who acts for animation  |
| <b>3d Character Motion</b>    | <b>CO1</b> Develops the skills for 3D Animation  |

|                              |  |
|------------------------------|--|
| <b>2d Animation In Flash</b> | <b>CO1</b> Develops skills for 2D digital animation and digital animation  |
| <b>Visual Effects I</b>      | <b>CO1</b> Develops the skills of VFX, compositing, color grading, color correction, match moving, crowd and 3D stereoscopy. |

## Semester V

| <b>Name of the Course</b>                                  | <b>Course Outcome</b>   |
|--|---|
| <b>Environmental Studies and Human Rights</b>              | <b>CO1</b> General awareness of environment and its conservation<br><b>CO2</b> Becomes aware about Natural resources and its importance<br><b>CO3</b> Gets familiar with Human rights and its laws<br><b>CO4</b> Becomes concerned about Social issues in environment<br><b>CO5</b> Learns the relationship between Media and environment |
| <b>Visual Effects II</b>                                   | <b>CO1</b> Learns the advance features of vfx, compositing, color grading, color correction, match moving, crowd, and 3D stereoscopy  |
| <b>Miniatures For Low Budget Filming</b>                   | <b>CO1</b> Develops skills of developing Miniatures for VFX filmmaking<br><b>CO2</b> Develops VFX compositing skills using miniature models<br><b>CO3</b> Creates the idea of 3D models for filmmaking<br><b>CO4</b> Learns skills of Visual effects rotomation, rotoscopy, effects, and sound.   |
| <b>Dynamic Simulations</b>                                 | <b>CO1</b> Develops the idea and skill of 3D Dynamics and 3D effects  |
| <b>Non- Linear Editing and Color Grading (Open Course)</b> | <b>CO1</b> Acquires the fundamental skill of visual editing, titling, color correction and grading.<br><b>CO2</b> Learns to develop visual communication language   |



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|  | <p><b>CO3</b> Learns to apply various types, styles and techniques of video editing depending on the requirement of the project.</p> |
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## Semester VI

| Name of the Course                       | Course Outcome  |
|--|---|
| <b>Animation Project</b>                 | <p><b>CO1</b> Develops the idea of 3D Animation work flow and production pipeline process.</p> <p><b>CO2</b> Learns the idea of 2D animation work flow and production pipeline process.</p> <p><b>CO4</b> Studies the idea of Stop motion animation work flow</p> <p><b>CO5</b> Develops the idea of Cutout animation work flow</p>   |
| <b>Visual Effects Project</b>            | <p><b>CO1</b> Learns the skills of VFX artists</p> <p><b>CO2</b> Obtains the skills of an animator</p> <p><b>CO3</b> Acquires the skills of motion graphics artists</p> <p><b>CO4</b> Studies the skills of match moving artists</p> <p><b>CO5</b> Learns the skills of compositing artists</p>   |
| <b>3D Lighting And Rendering</b>         | <p><b>CO1</b> Develops the idea of 3D Lighting and creates the skill of lighting artist</p> <p><b>CO2</b> Learns the skills of 3D rendering artist.</p> <p><b>CO3</b> Develops the skills to work in Render wrangler</p> <p><b>CO4</b> Creates the opportunity to work and develop the idea as a Shading artist</p> <p><b>CO5</b> Obtains the skills of Look dev artist</p> |
| <b>Advanced Animation In Flash (CBC)</b> | <p><b>CO1</b> Learns the work and develops the idea as a 2D digital animator</p> <p><b>CO2</b> Develops the skills to work and develop as a Flash animator</p> <p><b>CO3</b> Develops the skills of Web animator</p> <p><b>CO4</b> Learns the skills to work and develop as a Web graphics artist</p>   |
| <b>Demo Reel Presentation</b>            | <p><b>CO1</b> Develops the skills to prepare for a job interview</p> <p><b>CO2</b> Learns to present demo reels</p> <p><b>CO3</b> Develops the skills to work and learn the production pipeline process.</p>  |
| <b>Internship</b>                        | <b>CO1</b> On the job training in Animation   |



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|  | <p>and visual effects</p> <p><b>CO2</b> Get placed after the internship in the same company</p> <p><b>CO3</b> Develops professional Knowledge in the industry</p> <p><b>CO4</b> Learns the production pipeline process</p> |
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