

SACRED HEART COLLEGE (AUTONOMOUS)

SH School of Communication

BA ANIMATION & GRAPHIC DESIGN

Course plan

Academic Year 2018-19

Semester 2

PROGRAMME OUTCOMES	
PO 1	Critical Thinking: Take informed actions after identifying the assumptions that frame our thinking and actions, checking out the degree to which these assumptions are accurate and valid, and looking at our ideas and decisions (intellectual, organizational, and personal) from different perspectives.
PO 2	Effective Communication: Speak, read, write and listen clearly in person and through electronic media in English and in one Indian language, and make meaning of the word by connecting people, ideas, books, media and technology.
PO 3	Effective Citizenship: Demonstrate empathetic social concern and equity centered national development, and the ability to act an informed awareness of issues and participate in civic life through volunteering.
PO 4	Environment and Sustainability: Understand the issues of environmental contexts and sustainable development.
PO5	Ethics: Recognise different value systems including your own, understand the moral dimensions of your decisions, and accept responsibility for them.
PO 6	Global Perspective: Understand the economic, social and ecological connections that link the world's nations and people.

BA ANIMATION & GRAPHIC DESIGN

PROGRAM SPECIFIC OUTCOMES	
PSO 1	Understand the basic concepts and theories of Animation, Graphic Design, Visual Effects, Photography and Editing, and develop software skills required to demonstrate competence in these fields.
PSO 2	Students should be equipped with the ability for multitasking in the areas of animation, graphic design, and VFX from concept development and production design to the completion of finished segments.
PSO 3	Develop confidence for entrepreneurship and innovations through positive attitude for practical living with strong updating in specialized areas.
PSO 4	Understand and apply the roles, practices and ethics of communication design for social awareness and education.
PSO 5	Be encouraged to cultivate and share ideas as well as develop their own philosophy and the unique way of working as a team.

COURSE STRUCTURE

Course Code	Title Of The Course	No. Hrs./Week	Credits	Total Hrs./Sem
15U2PRAGD03	REPRODUCTION TECHNIQUES	5	3	72
15U2CRAGD04	HISTORY OF ANIMATION 2	5	4	72
15U2PRAGD04	RASTER GRAPHICS FOR DESIGNERS	5	5	72
15U2PRAGD05	VECTOR GRAPHICS FOR DESIGNERS	5	5	72
15U2PRAGD06	ANIMATION STUDIO 1	5	4	72

COURSE PLAN
HISTORY OF ANIMATION II

PROGRAMME	BA ANIMATION AND GRAPHIC DESIGN	SEMESTER	1
COURSE CODE AND TITLE	15U2CRAGD04 - HISTORY OF ANIMATION II	CREDIT	4
HOURS/WEEK	4	HOURS/SEM	72
FACULTY NAME	APARNA S K		

COURSE OUTCOMES			
	At the end of the course, students will be able to:	PO/ PSO	CL
CO 1	Explain and demonstrate the history and aesthetics of animation, with references to related arts such as live-action cinema, puppetry and comics.	PO1,PO2, PO6, PSO2, PSO3	U
CO 2	Show the range of commercial and experimental works produced throughout the world.	PO1, PSO2, PSO3	U
CO 3	Analyze issues and situations of different Animation studios in Europe	PO1, PO2, PSO1	An
CO 4	Demonstrate different styles of Japanese animation	PO1, PO2, PSO1, PSO2,PSO4	U
CO 5	Analyze the history and growth of Indian animation	PO1, PO2, PO3, PO4, PO5, PSO2, PSO3	An

CL* Cognitive Level

CO-PO/PSO MAPPING

	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6
CO 1	2	2				1		2	3			
CO 2	2							2	2			
CO 3	2	2					1					
CO 4	2	2					2	2		2		
CO 5	2	2	2	2	2			2	3			

Mapping Strength

0- No Mapping strength

1- Low

2- Medium

3- High

SESSION	TOPIC	LEARNING RESOURCES	VALUE ADDITIONS	COURSE OUTCOME
MODULE I				
1	Introductory Session	PPT	video	CO 1,2,3
2	European Animation	PPT/Lecture	Movie Screening	CO 1,2,3
3	European Animation	PPT/Lecture	Movie Screening	CO 1,2,3
4	European Animation	PPT/Lecture	Movie Screening	CO 1,2,3
5	European Animation	PPT/Lecture	Movie Screening	CO 1,2,3
6	European Animation	PPT/Lecture	Movie Screening	CO 1,2,3
7	European Animation	Lecture	Movie Screening	CO 1,2,3
MODULE 2				
8	Canadian animation - NFBC	Lecture	Movie Screening	CO 1,2,3
9	Canadian animation - NFBC	Lecture	Movie Screening	CO 1,2,3
10	Canadian animation - NFBC	Lecture	Movie Screening	CO 1,2,3
11	Canadian animation - NFBC	PPT/Lecture	Movie Screening	CO 1,2,3
12	Canadian animation - NFBC	PPT/Lecture		CO 1,2,3
13	Canadian animation - NFBC	PPT/Lecture		CO 1,2,3
14	Canadian animation - NFBC			CO 1,2,3
15	MODULE 3			
16	Japanese animation	PPT/Lecture		CO 4
17	Japanese animation	Lecture		CO 4
18	Japanese animation	Lecture		CO 4
19	Japanese animation	Lecture		CO 4
19	CIA 1			
20	Anime Style	PPT/Lecture	Video & Movie screening	CO 4
21	Anime Style	PPT/Lecture	Video & Movie screening	CO 4
22	Manga Style	PPT/Lecture		CO 4
23	Manga Style	PPT/Lecture	Video & Movie screening	CO 4
24	Miyazaki Films	Lecture		CO 4
25	Miyazaki Films	Lecture	Video & Movie screening	CO 4
26	MODULE 4			
27	Growth Of Computer Animation	Lecture	Video & Movie screening	CO 1&3
28	Growth Of Computer Animation	Lecture		CO 1&3

29	Growth Of Computer Animation	PPT/Lecture	Video & Movie screening	CO 1&3
30	Growth Of Computer Animation	PPT/Lecture		CO 1&3
31	Growth Of Computer Animation	PPT/Lecture	Video & Movie screening	CO 1&3
32	Growth Of Computer Animation		Video & Movie screening	CO 1&3
33	Pixar Movies	PPT/Lecture	Video & Movie screening	CO 1&3
34	Pixar Movies	PPT/Lecture	Video & Movie screening	CO 1&3
35	Pixar Movies	PPT/Lecture	Video & Movie screening	CO 1&3
36	Pixar Movies	Lecture	Video & Movie screening	CO 1&3
37	Pixar Movies	Lecture	Video & Movie screening	CO 1&3
38	3Dfeature films	PPT/Lecture	Video & Movie screening	CO 1&3
39	3Dfeature films	PPT/Lecture	Video & Movie screening	CO 1&3
40	3Dfeature films	PPT/Lecture	Video & Movie screening	CO 1&3
41	3Dfeature films	PPT/Lecture	Video & Movie screening	CO 1&3
42	3Dfeature films	Lecture	Video & Movie screening	CO 1&3
43	3Dfeature films	PPT/Lecture	Video & Movie screening	CO 1&3
44	3Dfeature films	PPT/Lecture	Video & Movie screening	CO 1&3
45	3Dfeature films	PPT/Lecture	Video & Movie screening	CO 1&3
46	3Dfeature films	PPT/Lecture	Video & Movie screening	CO 1&3
47	3Dfeature films	PPT/Lecture	Video & Movie screening	CO 1&3
48	3Dfeature films	PPT/Lecture	Video & Movie screening	CO 1&3
49	3Dfeature films	PPT/Lecture	Video & Movie screening	CO 1&3
50	3Dfeature films	PPT/Lecture	Video & Movie screening	CO 1&3
51	3Dfeature films	PPT/Lecture	Video & Movie screening	CO 1&3
52	3Dfeature films	PPT/Lecture	Video & Movie screening	CO 1&3
53	3Dfeature films	PPT/Lecture	Video & Movie screening	CO 1&3
54	3Dfeature films	PPT/Lecture	Video & Movie screening	CO 1&3
55	3Dfeature films		Video & Movie	CO 1&3

			screening	
56	CIA II			
57	3Dfeature films	<i>PPT/Lecture</i>	Video & Movie screening	CO 1&3
58	3Dfeature films	PPT/Lecture	Video & Movie screening	CO 1&3
59	3Dfeature films	PPT/Lecture	Video & Movie screening	CO 1&3
60	3Dfeature films	PPT/Lecture	Video & Movie screening	CO 1&3
61	3Dfeature films	PPT/Lecture	Video & Movie screening	CO 1&3
62	3Dfeature films	PPT/Lecture	Video & Movie screening	CO 1&3
MODULE 5				
63	Animation in India.	Lecture	Video & Movie screening	CO 5
64	Animation in India.	Lecture	Video & Movie screening	CO 5
65	Animation in India.	Lecture	Group discussion	CO 5
66	Animation in India.	Lecture	Group discussion	CO 5
67	Animation in India.	PPT/Lecture	Group discussion	CO 5
68	Animation in India.	PPT/Lecture	Group discussion	CO 5
69	Animation in India.	PPT/Lecture	Group discussion	CO 5
70	Revision		Group discussion	
71	Revision			
72	Revision			

ASSIGNMENTS/SEMINAR – Details & Guidelines

	Topic of Assignment & Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)	Couse Outcome
1	The 3D/ CGI films – development,style, evolution of computer animation.(group)	CO1,2,3
2	Presentation on Japanese Animation (group)	CO4
3	Presentation on Pixar Animation(group)	CO1,2,3
4	Presentation on Indian Animation(group)	CO5

References

1. The Anime Encyclopedia:
A Guide to Japanese Animation since 1917: Jonathan Clements, Helen McCarthy
2. The History of Animation: Charles Solomon

COURSE PLAN

RASTER GRAPHICS

PROGRAM ME	BA ANIMATION & GRAPHIC DESIGN	SEMESTER - 2	
COURSE CODE AND TITLE	15U2PRAGD2 / RASTER GRAPHICS	CREDIT	
HOURS/WE EK	5		
FACULTY NAME	SIJO JOSEPH		

COURSE OUTCOMES

COURSE OUTCOMES			
CO1	Construct the specialization of digital Matte Painting foundation where they can perform their best.	PSO 1, PSO 2	C
CO2	Develop precision, control and fluency within compositing work environments.	PSO2, PSO3	Ap
CO3	Develop a vocabulary and visual language for CGI	PSO4	C
CO4	Build an understanding of graphic design principles in applied practice.	PSO1,PSO2,PSO3,PSO4	C
CO5	Classify Industry standard graphic- visual effects toolsets and plug-ins	PSO1,PSO3,PSO5	U

CO-PO/PSO mapping

	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6
CO 1							2	2				
CO 2							2	2				
CO 3										3		
CO 4							2	1	2	3		
CO 5							2		2		2	

Mapping Strength

- 0- No Mapping strength
- 1- Low
- 2- Medium
- 3- High

MODULE I					
Sl.No	Ses sio n	Topic	Method of Teaching	Value Additions	CO
1	1	INTRODUCTION TO DESIGNING	Lecture	Video Presentation	3
2	1	INTRODUCTION TO VISUAL FX	Lecture	Video Presentation	3
3	1	ADOBE PHOTOSHOP IN GENERAL	Lecture/Practical	Reading Materials	1,2,4
4	2	INTERPHASE OF ADOBE PHOTOSHOP	Lecture/Practical	Reading Materials	1,2,4
5	2	BASIC TRANSFORM TOOLS	Lecture/Practical	Reading Materials	1,2,4
6	2	FILM FORMATS, FRAME RATE	Lecture/Practical	Reading Materials	1,2,4
7	2	RASTER, VECTOR AND IMAGE RESOLUTION	Lecture/Practical	Reading Materials	1,2,4
8	1	IMAGES IMPORT	Lecture/Practical	Reading Materials	1,2,4
9	1	TEXT PRESETS	Lecture/Practical	Reading Materials	1,2,4
10	3	TOOLBOX INTRODUCTION	Lecture/Practical	Video Presentation	1,2,4
11	3	MENU BAR AND INTERPHASE SHORTCUTS	Lecture/Practical	Video Presentation	1,2,4
12	1	TEXT TAB (CHARACTER TAB)	Lecture/Practical	Video Presentation	1,2,4
13	1	TEXT FORMATS	Lecture/Practical	Video Presentation	1,2,4

14	1	TITLE DESIGNING	Lecture/Practical	Video Presentation	1,2,4
15	1	COLOR FILL	Lecture/Practical	Video Presentation	1,2,4
16	2	GRADIENTS	Lecture/Practical	Video Presentation	1,2,4
MODULE II					
17	1	PAINT FX - BRUSHES & CLONE	Lecture/Practical	Video Presentation	2,4,5,6
18	1	PAINT FX - CALLIGRAPHIC	Lecture/Practical	Video Presentation	2,4,5,6
19	1	PAINT FX – FX PRESETS	Lecture/Practical	Video Presentation	2,4,5,6
20	1	PAINT FX - CLONE, ART HISTORY	Lecture/Practical	Video Presentation	2,4,5,6
21	1	PAINT FX - SPOT & PATCH TOOLS	Lecture/Practical	Video Presentation	2,4,5,6
22	1	ASSIGNMENT/ WORKSHOP [PRE- PRODUCTION]	Practical	Video Presentation	2,4,5,6
23	1	INTRODUCTION TO SELECTION PROCESS	Lecture/Practical	Video Presentation	2,4,5,6
24	1	LASSO / POLYGONAL / MAGNETIC SELECTIONS	Lecture/Practical	Video Presentation	2,4,5,6
25	1	MAGIC WAND / QUICK SELECTION	Lecture/Practical	Video Presentation	4,5
26	1	SELECTION MODIFIERS	Lecture/Practical		4,5
27	1	PEN TOOL INTRODUCTION	Lecture/Practical		4,5
28	1	PEN TOOL SELECTION FOR ROTOSCOPE	Lecture/Practical	Reading Materials	4,5,6
29	2	ADVANCED FEATURES OF PEN TOOL	Lecture/Practical	Video Presentation	4,5,6
30	1	CIA I			
MODULE III					
31	2	LAYER STYLES	Lecture/Practical	Video Presentation	4,5
32	1	TITLE DESGNING WITH LAYER STYLES	Lecture/Practical		3,4,5
33	1	LAYERS IN PHOTOSHOP	Lecture/Practical	Video Presentation	3,4,5
34	1	LAYER PROPERTIES	Lecture/Practical		3,4,5
35	1	MANAGING MULTIPLE LAYERS	Lecture/Practical	Reading Materials	3,4,5
36	1	MATTE / ALPHA LAYERS	Lecture/Practical		3,4,5
37	1	KEYING	Lecture/Practical		3,4,5
38	2	MASK CHANNELS	Lecture/Practical	Video Presentation	3,4,5
39	1	CHANNELS -	Lecture/Practical	Reading	6

		ADVANCED		Materials	
40	1	COLOR RANGE	Lecture/Practical		6
41	1	MATCH COLOR	Lecture/Practical		6
42	1	EDGE TREATMENT IN SELECTION	Lecture/Practical		6
43	1	SKY REPLACEMENT	Lecture/Practical		6
44	1	DIGITAL SET EXTENSION	Lecture/Practical		6
45	1	DIGITAL MATTE PAINTING - INTRODUCTION	Lecture/Practical	Video Presentation	3,6
46	1	DIGITAL MATTE PAINTING - THE WORKFLOW	Lecture/Practical	Video Presentation	6
47	1	DIGITAL MATTE PAINTING - ADVANCED STUDIES	Lecture/Practical	Reading Materials	6
48	1	COLOR CORRECTION	Lecture/Practical		6
49	1	ADVANCED COLOR CORRECTION 01	Lecture/Practical	Video Presentation	6
50	1	ADVANCED COLOR CORRECTION 02	Lecture/Practical		6
MODULE IV					
51	1	PS FILTERS : LIQUIFY	Lecture/Practical	Video Presentation	5
52	1	PS FILTERS : FILTER GALLERY	Lecture/Practical	Video Presentation	5
53	1	PS FILTERS : VANISHING POINT	Lecture/Practical	Video Presentation	5
54	1	PS FILTERS : LENSFLARE	Lecture/Practical	Video Presentation	5
55	1	PS FILTERS : LIGHTING EFFECTS	Lecture/Practical	Video Presentation	5
56	1	PS FILTERS : BLUR, SHARPEN & STYLIZE	Lecture/Practical	Video Presentation	5
57		ASSIGNMENT REVIEW	Review		
58	1	ADVANCED SELECTION OPTIONS	Lecture/Practical		5,6
59	1	LAYER MASK & VECTOR MASK	Lecture/Practical		5,6
60	1	MERGING LAYERS & BIN ARRANGEMENT	Lecture/Practical		5,6
61	1	COLOR GRADING 01 / LIGHTROOM	Lecture/Practical	WORKSHOP	5,6
62	1	COLOR GRADING 02 / LIGHTROOM	Lecture/Practical	WORKSHOP	5,6
63	1	IMPORT & EXPORT FORMATS	Lecture/Practical	Video Presentation	7,8
64	1	MAGAZINE PROJECT DISCUSSION DAY 1	Lecture/Practical	Video Presentation	7,8

65	1	MAGAZINE PROJECT DISCUSSION DAY 2	Lecture/Practical	Video Presentation	7,8
66		CIA II			
MODULE V					
67		REVISION	Practical		1,4,6,7
68		DELIVERABLES	Practical		1,4,6,7
69		COVERSIONS AND PROJECTIONS	Practical		1,4,6,7
70		PORTFOLIO DEVELOPEMENT	Practical		1,4,6,7
71		PORTFOLIO DEVELOPEMENT	Practical		1,4,6,7
72		PORTFOLIO REVIEW	Review		1,4,6,7
ASSIGNMENTS AND SEMINARS					
Sl No	Module	Topic	Nature of Assignment	Alignment with POs, PSOs and COs	
1	I	TEXT DESIGNING	Practical	PS01, PS02 / CO1, CO2,CO 3	
2	I	FILM TITLE PROJECT	Practical	PS01, PS02 / CO2,CO 3	
3	I	CREATING CARTOONIC CHARACTERS & SHAPES	Practical	PS01, PS02, PS03 / CO1, CO2,CO 4	
4	II	BRUSH DESIGNS	Practical	PS01, PS02 / CO1, CO2,CO 3,CO4	
5	II	LAYER DESIGNING	Practical	PS01, PS02 / CO1, CO2,CO 4, CO05	
6	III	POSTER DESIGNING	Practical	PS01, PS02,PS 03, PS04 / CO3, CO4,CO 6	
7	III	IMAGE EDITING	Practical	PS01, PS02,PS	

				03, PS04 / CO3, CO4, CO5
8	III	IMAGE RETOUCHING	Practical	PS01, PS02, PS03, PS04 / CO3, CO4, CO8
9	III	SKY REPLACEMENT OF LANDSCAPE	Practical	PS04, PS05 / CO5, CO6, CO7
10	III	SET EXTENSION OF CITY SCAPE	Practical	PS02, PS04, PS05 / CO3, CO4, CO8
11	III	SELECT OUT A BG FROM FOREGROUND	Practical	PS01, PS02, PS03, PS04 / CO5, CO4, CO6
12	IV	DIGITAL MATTE PAINTING	Practical	PS01, PS02, PS03, PS04 / CO5, CO6, CO8
13	IV	PHOTO RETOUCHING	Practical	PS01, PS02, PS03, PS04 / CO4, CO5, CO7
14	IV	MAGAZINE DESIGN	Practical	PS02, PS04, PS05 / CO3, CO4

REFERENCES

1	Adobe Photoshop Lightroom CC/6, Victoria Bampton
2	The Photoshop toolbox by Glyn Dewis
3	Digital Painting in Adobe Photoshop, Victoria Pavlov
4	Art as Experience, John Dewey

5	Adobe photoshop for photographers by Martin Evening
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COURSE PLAN
VECTOR GRAPHICS FOR DESIGNERS

PROGRAMME	BA ANIMATION & GRAPHIC DESIGN	SEMESTER	2
COURSE CODE AND TITLE	15U2PRAGD5 - VECTOR GRAPHICS FOR DESIGNERS	CREDIT	4
HOURS/WEEK	5	HOURS/SEM	72
FACULTY NAME	ABHISHEK.R		

	COURSE OUTCOMES	PO/ PSO	CL
CO1	Apply theories and principles of design and communication to the development of effective illustrations.	PSO1 AND PSO2	U , C and Ap
CO2	Create designs using drawing as a means of visual exploration, idea analysis, problem solving and expression of thought.	PSO3 ,PSO4 AND PSO5	U , C , Ap and An
CO3	Make use of software to create, capture and manipulate illustration elements in producing a final product.	PSO1 AND PSO2	U , C , Ap and An
CO4	Apply a range of Illustrator effects and prepare the document for deployment.	PSO3 ,PSO4 AND PSO5	U , C , Ap and An
CO5	Apply appropriate and effective business practices for creating a good design	PSO6	U , C , Ap and An

CL* Cognitive Level

CO-PO/PSO mapping

	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6
CO 1							2	3				
CO 2									2	2	3	
CO 3							2	2				
CO 4			2						2	1	3	
CO 5												2

Mapping Strength

- 0- No Mapping strength
- 1- Low
- 2- Medium
- 3- High

SESSION	TOPIC	LEARNING RESOURCES	VALUE ADDITIONS	COURSE OUTCOME
MODULE I				
6 hrs	Introduction to Vector Graphic Programs - Adobe Illustrator, Indesign	lecture/practical	ppt	1 and 2
6 hrs	Technical difference of Vector & Raster	lecture/practical	ppt	1,2,3,4
6 hrs	File size ,Page orientation, Units, Bleed, Colour mode, Raster effects resolution	lecture/practical		1,2,3 and 4
MODULE II				
6 hrs	Stroke & Fills ,Basic Shape tools, Pen tool, Transformation, Rotation, Perspective, Grid & Guides	lecture/practical		1,2,3 and 4
6 hrs	Character & Paragraph, Type Controls ,Path and Area typing, Paragraph Styles & Glyphs	lecture/practical		1,2,3 and 4
MODULE III				
6 hrs	Vector Drawing techniques - Different Styles of Vector Illustration - Tracing from Raster Images - Node editing	lecture/practical		1,2,3 and 4

6 hrs	Workspace,Align & pathfinder, Artboards,Brushes,Colour Guide,Gradient,Layers,Links,Stroke Options,Symbols ,Transparency	lecture/practical		1,2,3 and 4
MODULE IV				
6 hrs	Using Different Colour palette	lecture/practical		1,2,3 and 4
6 hrs	Warp,ClippingMask	lecture/practical		1,2,3 and 4
6 hrs	Proof setup Export - (A.I,EPS,PDF,TIFFJPEG,PNG,SVG,S VGZ	lecture/practical		1,2,3 and 4
MODULE V				
12 hrs	Design Exercises:Logo & Corporate Identity Design			1,2,3,4,5 and 6

INDIVIDUAL ASSIGNMENTS/SEMINAR – Details & Guidelines

	Date of completion	Topic of Assignment & Nature of assignment (Individual/Group – Written / Presentation – Graded or Non-graded etc)	Course Outcome
I	By Second internal	Tools introduction	CO 2,3
II		Rough Sketching for a design	CO 2,3
III		Illustration design	CO 2,3
IV		Logo design	CO 2,3
V		Poster design	CO1,2,3,4,5,6

GROUP ASSIGNMENTS/ACTIVITIES – Details & Guidelines

	Date of completion	Topic of Assignment & Nature of assignment (Individual/Group – Written /Presentation – Graded or Non-graded etc)	Course Outcome
1	Sem End	Poster design on different topics	ALL COS

References

1. Adobe Creative Team. *Adobe Illustrator CS4 Classroom in a Book*. Adobe, 1st edition, 27 May 2012
2. Jenkins, Sue. *How to Do Everything: Adobe Illustrator CS4*. McGraw-Hill Osborne, 1st edition, 1 April 2009
3. Botello, Chris. *Adobe. Illustrator CS4 Revealed*. Course Technology, 1st edition, May 21, 2009

COURSE PLAN

ANIMATION STUDIO I

PROGRAM ME	BA ANIMATION AND GRAPHICS DESIGN	SEMESTER	2
COURSE CODE & TITLE :	15U2PRAGD06 : ANIMATION STUDIO I		
FACULTY NAME	KISHORE KUMAR . P	HOURS/SEM	72 HRS
		CRE DIT	

	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6
CO 1	2						2					
CO 2	2						2	2				
CO 3	2						2	2				
CO 4	2						2	2		3		
CO 5	2						2	2		3		

Mapping Strength

- 0- No Mapping strength
- 1- Low
- 2- Medium
- 3- High

COURSE OUTCOMES				
		PO/PSO	CL	
CO1	Draw animation sketches quickly	PO1 PSO1	Ap	
CO2	Classify basics of animation principles	PO1 PSO1,2	U	
CO3	Create gesture in character animation	PO1 PSO1,2	C	
CO4	Build weight, mass and momentum in animation	PO1 PSO1,2,4	C	
CO5	Analyse two-legged & four-legged animation	PO1 PSO1,2,4	An	
Sessions (Hours)	Topics	Teaching Method	Value Addition/Remarks	CO
UNIT - 1				
1	Introduction	Lecture		CO1
2	Sketching and Loosening exercises			
3				
4		Lecture	Live Session	
5				

6	Drawing from : Still-life Drawing	Lecture	Live Session	CO1
7		Lecture		
8				
9				
10	Sketching Poses	Lecture	Live Session	
11				
12				
13	Life Sketching	Lecture	Live Session	CO1
14				
15				
16	Line of Action	Lecture	Live Session	
17				
18				
UNIT - 2				
19	Planning an Animation	Lecture	Live Session	CO2
20				
21			Live Session	
22		Lecture		
23				
24				
25	Bouncing Ball	Lecture	Live Session	CO2
26				
27			Live Session	
28	Grass Animation	Lecture		
29				
30				
31	Pendulum With Thread	Lecture	Live Session	CO2
32				
33			Live Session	
34	Man on the Boat	Lecture		
35				
36				
UNIT - 3				
37	Gestures - Hand, Head with Body	Lecture	Live Session	CO3
38				
39			Live Session	
40	Gesture - Shoulder with Body	Lecture		
41				
42				
43	Surprise Reaction-Take	Lecture	Live Session	CO3
44				
45			Live Session	
46	Surprise Reaction- Double Take	Lecture		
47				
48				
UNIT - 4				
49	Weight, Mass and movement	Lecture	Live Session	CO4
50				
51			Live Session	
52	Study of Skelton Pivot Points	Lecture		
53	Figure : weight, balance and momentum.			

54				
55	Human Gesture with Weight- Study from 2D Film	Lecture	Live Session	CO4
56				
57				
58		Lecture	Live Session	
59				
60				
61	Weight Lifting	Lecture	Live Session	CO4
62				
63		Lecture	Live Session	
64				
65				
66				
67	2ND CIA TEST	EXAM INTERNA L		
68				
69				
70				
71				
72				

UNIT - 5

73	Analysis of Two Legged Walk	Lecture	Live Session	CO5
74				
75	Analysis of Two Legged Run	Lecture	Live Session	
76				
77				
78				
79	Study of Animal Gestures from 2D Film	Screening	Live Session	CO5
80				
81	Animal Skelton Pivot Study	Lecture	Live Session	
82				
83				
84				
81	Analysis of Four Legged Walk	Lecture	Live Session	CO5
82				
83	Analysis of Four Legged Run	Lecture	Live Session	
84				
85				
86				

Module	Topic	Alignment with POs, PSOs and COs
1	Still Life Sketching	CO1
1	Sketching Poses	CO1
2	Basics of Animation	CO2
3	Gestures : Head, Hand	CO3
3	Surprice Action	CO3
4	Weight Lifting	CO4
5	Two Legged : Walk	CO5
5	Two Legged : Run	CO5
5	Four Legged : Walk	CO5
5	Four Legged : Run	CO5

1	Eadweard Muybridge , The Human Figure in Motion, Dover Publications (June 1, 1955)
2	Eadweard Muybridge,Animals in Motion, Dover Publications; 1st edition (June 1, 1957)
3	Osamu Tezuka ,Tezuka School of Animation, Watson-Guptill; First Edition edition (September 1, 2003)
4	Osamu Tezuka ,Tezuka School of Animation, Watson-Guptill; First Edition edition (September 1, 2003)
5	Tony White, How to Make Animated Films: Tony White's Complete Masterclass on the Traditional Principals of Animation, Focal Press; 1 edition (May 12, 2009)