

Sacred Heart College (Autonomous)
Department of School of Communication
MA DIGITAL ANIMATION

Course plan
Academic Year: 2018-19
Semester I

PROGRAMME OUTCOMES	
PO 1	The students are capable of exercising their critical thinking in creating new knowledge leading to innovation, entrepreneurship and employability
PO 2	The students are able to effectively communicate the knowledge of their study and research in their respective disciplines to their employers and to the society at large.
PO 3	The students are able to make choices based on the values upheld by the college, and have the readiness and know-how to preserve environment and work towards sustainable growth and development
PO 4	The students possess an ethical view of life, and have a broader (global) perspective transcending the provincial outlook
PO5	The students possess a passion for exploring new knowledge independently for the development of the nation and the world and are able to engage in a lifelong learning process and develop

PROGRAM SPECIFIC OUTCOMES	
PSO 1	Understand the history of Animation, basics of Animation and understanding the Visual Effects, Film Techniques, and develop software skills required to demonstrate competence in these fields.
PSO 2	Understand all processes involved in Pre-Production, Production and Post Production in Digital animation.
PSO 3	Be capable of adapting to new ideas and technology and constantly upgrade their skills with an attitude towards independent and lifelong learning.
PSO 4	Develop confidence for entrepreneurship and innovations through positive attitude for practical living with strong updating in specialized areas..
PSO 5	Develop conceptual understanding, critical awareness and skills for successful career and entrepreneurship - Explore technical knowledge in diverse areas of Digital Animation, Visual Effects and Film techniques and experience an environment conducive in cultivating skills for successful career, entrepreneurship and higher studies.

COURSE I: 16P1DGAT01 HISTORY OF ANIMATION

PROGRAMME	MA DIGITAL ANIMATION	SEMESTER	1
COURSE CODE AND TITLE	16P1DGAT01 HISTORY OF ANIMATION	CREDIT	4
HOURS/WEEK	4	HOURS/SEM	72
FACULTY NAME	APARNA S K		

COURSE OUTCOMES

	COURSE OUTCOMES	PO/ PSO	CL
CO 1	Explain the brief prehistory of animation	PO1,PO2, ,PSO2, PSO3	U
CO 2	Summarize the role of pioneers in animation	PO1, PSO2, PSO3	U
CO 3	Analyse the style of Disney animation	PO1, PO2, PSO1	An
CO 4	Examine the experimental animation from NFBC	PO1, PO2, PSO1, PSO2,PSO4	An
CO 5	Classify different styles of Japanese animation	PO1, PO2, PO3, PO4, PO5, PSO2, PSO3	An

CL* Cognitive Level

- R- Remember
- U- Understand
- A- Apply
- An- Analyse
- E- Evaluate
- Cr- Create

CO - PO/PSO Mapping

	PO 1	PO 2	PO 3	PO 4	PO 5	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO 1	1	2	0	0	0	0	1	1	0	0
CO 2	1	0	0	0	0	0	2	1	0	0
CO 3	1	2	0	0	0	2	0	0	0	0
CO 4	1	2	0	0	0	2	2	0	2	0
CO 5	1	2	2	2	2	0	2	1	0	0

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 A Brief Prehistory of animation.	Lecturing and Discussions		CO 1
2.	Introductory Session A Brief Prehistory of animation.	Discussions and Brainstorming	PPT	CO 1
3.	Persistence of Vision	Lecturing and Discussions		CO 1
4.	Early attempts of animation	Lecturing and Discussions		CO 1
5.	Early attempts of animation	Lecturing and Discussions		CO 1
6.	Thaumatrope	Lecturing and Discussions		CO 1
7.	Thaumatrope, Phenakistoscope	PPT		CO 1
8.	Optical devices	Discussions	Video	CO 1
9.	Zoetrope	PPT & Lecturing	Video	CO 1
10.	Praxinoscope	PPT & Lecturing	Video	CO 1
11.	Magic Lantern	PPT & Lecturing	Video	CO 1
12.	Flip Book	PPT & Lecturing	Video	CO 1
13.	Invention of photography	PPT & Lecturing		CO 1
14.	Kinetoscope	PPT	Video	CO 1
15.	Cinematograph	Lecturing & Discussions	Video	CO 1
16.	Early comic strips	Lecturing & Discussions	Video	CO 1

17.	Early comic strips	Lecturing & Discussions	Video	CO 1
18.	Early comic strips	Lecturing & Discussions	Video	CO 1
19.	Early comic strips	Lecturing & Discussions	Video	CO 1
20.	Early comic strips	Lecturing and Discussions	Video	CO 1
21.	Early comic strips	Discussions and Brainstorming	Video	CO 1
MODULE 2				
22.	Pioneers in Animation	Lecturing and Discussions	Video	CO 2
23.	Pioneers in Animation	Lecturing and Discussions	Video	CO 2
24.	Pioneers in Animation	Lecturing and Discussions	Video	CO 2
25.	CIA1			
26.	Evaluation of CIA1			
27.	Pioneers in Animation	PPT & Lecturing	Video	CO 2
28.	Pioneers in Animation	PPT & Lecturing	Video	CO 2
29.	Pioneers in Animation	PPT & Lecturing	Video	CO 2
30.	Pioneers in Animation	PPT & Lecturing	Video	CO 2
31.	Pioneers in Animation	PPT & Lecturing	Video	CO 2
32.	Pioneers in Animation	PPT	Video	CO 2
33.	Pioneers in Animation	Lecturing & Discussions	Video	CO 2
34.	Pioneers in Animation	Lecturing & Discussions	Video	CO 2
35.	Pioneers in Animation	Lecturing & Discussions	Video	CO 2
36.	Pioneers in Animation	Lecturing & Discussions	Video	CO 2
37.	Pioneers in Animation	Lecturing & Discussions	Video	CO 2
38.	Pioneers in Animation	Lecturing and Discussions	Video	CO 2
39.	Pioneers in Animation	Discussions and Brain storming	Video	CO 2

MODULE 3				
40.	Disney Studio	Lecturing and Discussions	Video	CO 3
41.	Disney Studio	Lecturing and Discussions	Video	CO 3
42.	Disney Studio	Lecturing and Discussions	Video	CO 3
43.	Disney Style	PPT	Video	CO 3
44.	Disney Feature films		Video	CO 3
45.	Disney Feature films	PPT & Lecturing	Video	CO 3
46.	Disney Feature films	PPT & Lecturing	Video	CO 3
47.	Disney Nine Old men	PPT & Lecturing	Video	CO 3
48.	Disney Nine Old men	PPT & Lecturing	Video	CO 3
49.	Principles of Animation	PPT & Lecturing	Video	CO 3
50.	Principles of Animation	PPT	Video	
MODULE 4				
51.	Experimental Animations of NFBC	Lecturing & Discussions	Video	CO 4
52.	Experimental Animations of NFBC	Lecturing & Discussions	Video	CO 4
53.	Experimental Animations of NFBC	Lecturing & Discussions	Video	CO 4
54.	Experimental Animations of NFBC	Lecturing & Discussions	Video	CO 4
55.	Experimental Animations of NFBC	Lecturing and Discussions	Video	CO 4
56.	Experimental Animations of NFBC	Discussions and Brain storming	Video	CO 4
57.	Experimental Animations of NFBC	Lecturing and Discussions	Video	CO 4
58.	Experimental Animations of NFBC	Lecturing and Discussions	Video	CO 4
59.	Experimental Animations of NFBC	Lecturing and Discussions	Video	CO 4
MODULE 5				

60.	Japanese Animation	PPT	Video	CO 5
61.	Japanese Animation	Discussion		
62.	Manga style	PPT & Lecturing	Video	CO 5
63.	Manga style	PPT & Lecturing	Video	CO 5
64.	Manga style	PPT & Lecturing	Video	CO 5
65.	Manga style	PPT & Lecturing	Video	CO 5
66.	Anime Style	PPT & Lecturing	Video	CO 5
67.	Anime Style	PPT & Lecturing	Video	CO 5
68.	Anime Style	PPT	Video	CO 5
69.	Anime Style	Lecturing & Discussions	Video	CO 5
70.	Revision	Lecturing & Discussions		CO 5
71.	Revision	Lecturing & Discussions	Video	CO 5
72.	Revision	Lecturing & Discussions	Video	CO 5

ASSIGNMENTS AND SEMINARS

Sl No	Date of completion	Topic of Assignment & Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)	Course Outcome
1	15/08/2018	Optical Devices	CO1
2	04/10/2018	The Disney feature films – development of the Disney style, evolution of the principles of animation.(group)	CO3
3	22/10/2018	Presentation on Indian Animation-Part I(group)	CO2
4	12/11/2018	Presentation on Japanese Animation-Part II(group)	CO5

REFERENCES

1. Leonard Maltin, Of Mice and Magic: A History of American Animated Cartoons, Plume (2 October 1980)
2. Charles Solomon, The History of Animation, Random House Value Publishing; Revised edition (16 October 1994)
3. Jonathan Clements & Helen McCarthy, The Anime Encyclopaedia: A Guide to Japanese Animation Since 1917, Titan Books Ltd (27 April 2007)
4. Charles Solomon, Enchanted Drawings: The History of Animation , Knopf (14 November 1989)

COURSE II: 16P1DGAP01 2D DESIGN

PROGRAMME	MA DIGITAL ANIMATION	SEMESTER	I
COURSE CODE	16P1DGAP01	CREDIT	4
COURSE TITLE	2D DESIGN	HOURS/ SEM	72 HRS
FACULTY NAME	KISHORE KUMAR. P	HOURS/ WEEK	5

	COURSE OUTCOMES	PO/PSO	CL
CO1	Develop the skill of quick drawing Life Sketches with Line of Action	PO1 PSO1	AP
CO2	Build the dimensions of Perspective	PO1 PSO1,2	C
CO3	Make use of the Anatomy of Human Body	PO1 PSO1,2	AP
CO4	Make use of the Anatomy of Animals Birds and Reptiles	PO1 PSO1,2	AP
CO5	Analyse Characters according to the concept/story	PO1 PSO1,2,3	AN

CL* Cognitive Level

R- Remember

U- Understand

A Apply

An- Analyze

E- Evaluate

Cr- Create

CO - PO/PSO Mapping

	PO 1	PO 2	PO 3	PO 4	PO 5	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
CO 1	2	0	0	0	0	3	0	0	0	0
CO 2	2	0	0	0	0	3	2	0	0	0
CO 3	2	0	0	0	0	3	2	0	0	0
CO 4	2	0	0	0	0	3	2	0	0	0
CO 5	3	0	0	0	0	3	2	2	0	0

Mapping Strength

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

SESSION	TOPIC	LEARNING RESOURCES	VALUE ADDITIONS	COURSE OUTCOME
UNIT - 1				
1	Introduction	Lecture & Practical	Live Session	CO1
2	Sketching and Loosening exercises	Lecture & Practical	Live Session	CO1
3	Sketching and Loosening exercises	Lecture & Practical	Live Session	CO1
4	Sketching and Loosening exercises	Lecture & Practical	Live Session	CO1
5	Sketching and Loosening exercises	Lecture & Practical	Live Session	CO1
6	Drawing from :	Lecture & Practical	Live Session	CO1
7	Still-life Drawing	Lecture & Practical	Live Session	CO1
8	Still-life Drawing	Lecture & Practical	Live Session	CO1
9	Still-life Drawing	Lecture & Practical	Live Session	CO1
10	Still-life Drawing	Lecture & Practical	Live Session	CO1
11	Sketching Poses	Lecture & Practical	Live Session	CO1
12	Sketching Poses	Lecture & Practical	Live Session	CO1
13	Life Sketching	Lecture & Practical	Live Session	CO1

14	Life Sketching	Lecture Practical	&	Live Session	CO1
15	Life Sketching	Lecture Practical	&	Live Session	CO1
16	Line of Action	Lecture Practical	&	Live Session	CO1
17	Line of Action	Lecture Practical	&	Live Session	CO1
18	Line of Action	Lecture Practical	&	Live Session	CO1
19	Shading and shadows	Lecture Practical	&	Live Session	CO1
20	Shading and shadows	Lecture Practical	&	Live Session	CO1
21	Silhouettes	Lecture Practical	&	Live Session	CO1
22	Caricaturing	Lecture Practical	&	Live Session	CO1
23	Caricaturing	Lecture Practical	&	Live Session	CO1
24	Caricaturing	Lecture Practical	&	Live Session	CO1
UNIT - 2					
25	Perspective drawing	Lecture Practical	&	Live Session	CO2
26	Basics of Perspective Drawing	Lecture Practical	&	Live Session	CO2
27	Single point perspective	Lecture Practical	&	Live Session	CO2
28	Single point perspective	Lecture Practical	&	Live Session	CO2
29	Single point perspective	Lecture Practical	&	Live Session	CO2
30	Single point perspective	Lecture Practical	&	Live Session	CO2
31	Two point perspective	Lecture Practical	&	Live Session	CO2
32	Two point perspective	Lecture Practical	&	Live Session	CO2
33	Two point perspective	Lecture Practical	&	Live Session	CO2
34	Two point perspective	Lecture Practical	&	Live Session	CO2
35	Two point perspective	Lecture Practical	&	Live Session	CO2
36	Three point perspective	Lecture Practical	&	Live Session	CO2
37	Three point perspective	Lecture Practical	&	Live Session	CO2

38	Three point perspective	Lecture Practical	&	Live Session	CO2
39	Three point perspective	Lecture Practical	&	Live Session	CO2
40	Multi- Point Perspective	Lecture Practical	&	Live Session	CO2
UNIT - 3					
41	Human Anatomy	Lecture Practical	&	Live Session	CO3
42	Male and Female Anatomy	Lecture Practical	&	Live Session	CO3
43	Male and Female Anatomy	Lecture Practical	&	Live Session	CO3
44	Male and Female Anatomy	Lecture Practical	&	Live Session	CO3
45	Male and Female Anatomy	Lecture Practical	&	Live Session	CO3
46	Anatomy of Different Age Groups	Lecture Practical	&	Live Session	CO3
47	Anatomy of Different Age Groups	Lecture Practical	&	Live Session	CO3
48	Anatomy of Different Age Groups	Lecture Practical	&	Live Session	CO3
49	Anatomy of Different Age Groups	Lecture Practical	&	Live Session	CO3
50	Anatomy of Different Age Groups	Lecture Practical	&	Live Session	CO3
51	Basic Understanding of the Skeletal and Muscle System	Lecture Practical	&	Live Session	CO3
52	Basic Understanding of the Skeletal and Muscle System	Lecture Practical	&	Live Session	CO3
53	Study of Poses	Lecture Practical	&	Live Session	CO3
54	Study of Poses	Lecture Practical	&	Live Session	CO3
55	Study of Poses	Lecture Practical	&	Live Session	CO3
UNIT - 4					
56	Anatomy of Animals, Birds, Reptiles	Lecture Practical	&	Live Session	CO4
57	Body Structure	Lecture Practical	&	Live Session	CO4
58	Body Structure	Lecture Practical	&	Live Session	CO4
59	Body Structure	Lecture Practical	&	Live Session	CO4
60	Body Structure	Lecture	&	Live Session	CO4

		Practical			
61	Perspective drawing	Lecture Practical	&	Live Session	CO4
62	Perspective drawing	Lecture Practical	&	Live Session	CO4
63	Perspective drawing	Lecture Practical	&	Live Session	CO4
64	Perspective drawing	Lecture Practical	&	Live Session	CO4
65	Perspective drawing	Lecture Practical	&	Live Session	CO4
UNIT - 5					
66	Character Types :	Lecture Practical	&	Live Session	CO5
67	Character Analysis	Lecture Practical	&	Live Session	CO5
68	Understanding Cartoon Characters :	Lecture Practical	&	Live Session	CO5
69	Understanding Cartoon Characters :	Lecture Practical	&	Live Session	CO5
70	Understanding Cartoon Characters :	Lecture Practical	&	Live Session	CO5
71	Cartoon Character:	Lecture Practical	&	Live Session	CO5
72	Cartoon Character:	Lecture Practical	&	Live Session	CO5
73	Cartoon Character:	Lecture Practical	&	Live Session	CO5
74	Cartoon Character:	Lecture Practical	&	Live Session	CO5
75	Cartoon Character:	Lecture Practical	&	Live Session	CO5
76	Expressions: (Hand)	Lecture Practical	&	Live Session	CO5
77	Expressions: (Hand)	Lecture Practical	&	Live Session	CO5
78	Expressions: (Hand)	Lecture Practical	&	Live Session	CO5
79	Expressions: (Hand)	Lecture Practical	&	Live Session	CO5
80	Expressions: (Hand)	Lecture Practical	&	Live Session	CO5
81	Classic Cartoon Characters:	Lecture Practical	&	Live Session	CO5
82	Classic Cartoon Characters:	Lecture Practical	&	Live Session	CO5
83	Classic Cartoon Characters:	Lecture Practical	&	Live Session	CO5
84	Types of Construction:	Lecture	&	Live Session	CO5

		Practical			
85	Types of Construction:	Lecture Practical	&	Live Session	CO5
86	Fairy Tale Characters:	Lecture Practical	&	Live Session	CO5
87	Fairy Tale Characters:	Lecture Practical	&	Live Session	CO5
88	Fairy Tale Characters:	Lecture Practical	&	Live Session	CO5
89	Fairy Tale Characters:	Lecture Practical	&	Live Session	CO5
90	Fairy Tale Characters:	Lecture Practical	&	Live Session	CO5

	Date of completion	Topic of Assignment & Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)	COURSE OUTCOME
1	27/07/2018	Still Life Sketching	CO1
2		Sketching Poses	CO1
3	06/08/2018	Perspective : One Point	CO2
4	20/08/2018	Perspective : Two Point	CO2
5	28/08/2018	Perspective : Three Point	CO2
6	05/09/2018	Human Anatomy : Male	CO3
7	15/09/2018	Human Anatomy : Female	CO3
8	27/09/2018	Anatomy Animal, Reptiles	CO4
9	09/10/2018	Anatomy Birds, Insects	CO4
10	15/10/2018	Character design & Expressions	CO5
11	23/10/2018	Type of Characters	CO5
12	07/11/2018	Fairy Tale Characters	CO5

REFERENCES

- 1 Andrew Loomis, Drawing the Head and Hand, Titan Books (25 October 2011)
- 2 Victor Perard, Anatomy and Drawing, New Enlarged Edition (1 December 2006)
- 3 The Art of Composition : Michael Jacobs
- 4 Perspective Drawing Handbook: Joseph D'Amelio
- 5 Figure Drawing All its worth – Andrew Loomis
- 6 Drawing Dynamic Hands : Burne Hogarth
- 7 The Art of Animal Drawing: Construction, Action, Analysis, Caricature: Ken Hultgen
- 8 Bird Anatomy for Artists: Natalia Balo
- 9 Cartoon Animation: Preston Blair
- 10 Disney Animation - The Illusion of Life: Frank Thomas and Ollie Johnston

COURSE III: 16P1DGAP02 FILM TECHNIQUES

PROGRAMME	MA DIGITAL ANIMATION	SEMESTER	1
COURSE CODE AND TITLE	16P1DGAP02 FILM TECHNIQUES	CREDIT	4
HOURS/WEEK	5	HOURS/SEM	72
FACULTY NAME	BONEY VARGHESE P TITUS		

COURSE OUTCOMES

	COURSE OUTCOMES At the end of the course, students will be able to:	PO/ PSO	CL
CO 1	Explain the types of camera, lenses and other devices used in Photography	PO1,PO2,PSO1,2	U
CO 2	Analyze the study of Photography/ Cinematic frames and compositions, the study and practice of production enhance their work as film scholars.	PO1,PO2,PSO1,2,3	A
CO 3	Identify the different use of lenses, Image quality and size for productions.	PO2,PO3,PSO2,3,4	C
CO 4	Understanding of the industry as a whole by executing all components of development, pre-production, production and post-production planning	PO2,PO3,PSO2,3,4	U
CO 5	Analyze the study of Photography/ Cinematic frames and compositions, the study and practice of production enhance their work as film scholars.	PO2,3,4,PSO2,3,4	E

CL* Cognitive Level

R- Remember

U- Understand

A Apply

An- Analyze

E- Evaluate

Cr- Create

CO - PO/PSO Mapping

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

Mapping Strength

0 No Mapping strength

1 Low

2 Medium

3 High

Session	Topic	Method of Teaching	Value Additions	CO
MODULE I				
1	Introduction	Lecture/ Interaction	Screening/Practical	ALL
2	Visual Grammar	Lecture/ Interaction	Screening/Practical	ALL
3	Visual Grammar	Lecture/ Interaction	Screening/Practical	ALL
4	Aesthetics of Frame Composition	Lecture/ Interaction	Screening/Practical	1,2
5	Study of Camera	Lecture/ Interaction	Screening/Practical	1,2
6	Study of Camera	Lecture/ Interaction	Screening/Practical	1,2
7	Study of Camera	Lecture/ Interaction	Screening/Practical	1,2
8	Camera angles and movements	Lecture/ Interaction	Screening/Practical	1.2,5
9	Camera angles and movements	Lecture/ Interaction	Screening/Practical	1.2,5
10	Camera angles and movements	Lecture/ Interaction	Screening/Practical	1.2,5
MODULE II				
11	Methods of Digital Imaging	Lecture/ Interaction	Screening/Practical	2,3,5
12	Methods of Digital Imaging	Lecture/ Interaction	Screening/Practical	2,3,5
13	Methods of Digital Imaging	Lecture/ Interaction	Screening/Practical	2,3,5

14	Techniques of Digital Imaging	Lecture/ Interaction	Screening/Practical	ALL
15	Techniques of Digital Imaging	Lecture/ Interaction	Screening/Practical	ALL
16	Techniques of Digital Imaging	Lecture/ Interaction	Screening/Practical	ALL
17	Photography, ISO, Shutter speed	Lecture/ Interaction	Screening/Practical	1,3,6
18	Photography, ISO, Shutter speed	Lecture/ Interaction	Screening/Practical	1,3,6
19	Photography, ISO, Shutter speed	Lecture/ Interaction	Screening/Practical	1,3,6
20	Photography, ISO, Shutter speed	Lecture/ Interaction	Screening/Practical	1,3,6
21	Photography, ISO, Shutter speed	Lecture/ Interaction	Screening/Practical	1,3,6
22	Photography, ISO, Shutter speed	Lecture/ Interaction	Screening/Practical	1,3,6
23	Photography, ISO, Shutter speed	Lecture/ Interaction	Screening/Practical	1,3,6
24	Photography, ISO, Shutter speed	Lecture/ Interaction	Screening/Practical	1,3,6
25	Photography, ISO, Shutter speed	Lecture/ Interaction	Screening/Practical	1,3,6
MODULE III				
26	Creating Visual arts	Lecture/ Interaction	Screening/Practical	ALL
27	Creating Visual arts	Lecture/ Interaction	Screening/Practical	ALL
28	Creating Visual arts	Lecture/ Interaction	Screening/Practical	ALL
29	Technology of imaging moving objects in Cinematography	Lecture/ Interaction	Screening/Practical	ALL
30	Technology of imaging moving objects in Cinematography	Lecture/ Interaction	Screening/Practical	ALL
31	Technology of imaging moving objects in Cinematography	Lecture/ Interaction	Screening/Practical	ALL
MODULE IV				
32	Types & methods of lights	Lecture/ Interaction	Screening/Practical	1,3
33	Types & methods of lights	Lecture/ Interaction	Screening/Practical	1,3
34	Types & methods of lights	Lecture/ Interaction	Screening/Practical	1,3
35	Types & methods of lights	Lecture/ Interaction	Screening/Practical	1,3
36	Types & methods of lights	Lecture/ Interaction	Screening/Practical	1,3
37	Types & methods of lights	Lecture/ Interaction	Screening/Practical	1,3
38	Design of Light and Art of	Lecture/ Interaction	Screening/Practical	1,3

	Lighting			
39	Design of Light and Art of Lighting	Lecture/ Interaction	Screening/Practical	1,3
40	Design of Light and Art of Lighting	Lecture/ Interaction	Screening/Practical	1,3
41	Design of Light and Art of Lighting	Lecture/ Interaction	Screening/Practical	1,3
42	Design of Light and Art of Lighting	Lecture/ Interaction	Screening/Practical	1,3
43	Design of Light and Art of Lighting	Lecture/ Interaction	Screening/Practical	1,3
44	Changing trends in Film Lighting Setup	Lecture/ Interaction	Screening/Practical	1,3
45	Changing trends in Film Lighting Setup	Lecture/ Interaction	Screening/Practical	1,3
46	Changing trends in Film Lighting Setup	Lecture/ Interaction	Screening/Practical	1,3
47	Changing trends in Film Lighting Setup	Lecture/ Interaction	Screening/Practical	1,3
48	Changing trends in Film Lighting Setup	Lecture/ Interaction	Screening/Practical	1,3
49	Changing trends in Film Lighting Setup	Lecture/ Interaction	Screening/Practical	1,3
50	Changing trends in Film Lighting Setup	Lecture/ Interaction	Screening/Practical	1,3
MODULE V				
51	Creating the visual space for Screen	Lecture/ Interaction	Screening/Practical	ALL
52	Creating the visual space for Screen	Lecture/ Interaction	Screening/Practical	ALL
53	Creating the visual space for Screen	Lecture/ Interaction	Screening/Practical	ALL
54	Creating the visual space for Screen	Lecture/ Interaction	Screening/Practical	ALL
55	Creating the visual space for Screen	Lecture/ Interaction	Screening/Practical	ALL
56	Creating the visual space for Screen	Lecture/ Interaction	Screening/Practical	ALL
57	Creating the visual space for Screen	Lecture/ Interaction	Screening/Practical	ALL
58	Creating the visual space for Screen	Lecture/ Interaction	Screening/Practical	ALL
59	Elements of film screen	Lecture/ Interaction	Screening/Practical	ALL
60	Elements of film screen	Lecture/ Interaction	Screening/Practical	ALL
61	Elements of film screen	Lecture/ Interaction	Screening/Practical	ALL
62	Elements of film screen	Lecture/ Interaction	Screening/Practical	ALL

63	Elements of film screen	Lecture/ Interaction	Screening/Practical	ALL
64	Elements of film screen	Lecture/ Interaction	Screening/Practical	ALL
65	Elements of film screen	Lecture/ Interaction	Screening/Practical	ALL
66	Art Direction	Lecture/ Interaction	Screening/Practical	ALL
67	Art Direction	Lecture/ Interaction	Screening/Practical	ALL
68	Art Direction	Lecture/ Interaction	Screening/Practical	ALL
69	Art Direction	Lecture/ Interaction	Screening/Practical	ALL
70	Art Direction	Lecture/ Interaction	Screening/Practical	ALL
71	Art Direction	Lecture/ Interaction	Screening/Practical	ALL
72	Art Direction	Lecture/ Interaction	Screening/Practical	ALL

INDIVIDUAL ASSIGNMENTS/SEMINAR – Details & Guidelines

	Topic of Assignment & Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)	Course Outcome
1	Different genre of photography	CO 1,2
2	Go to a space without your camera and then go back with your camera afterward and photograph the things you had noticed.	CO 3
3	Include the 9 elements of art. Light, Shadow, line, shape, form, texture, color, size, depth	CO 4
4	Submit 60 photos	CO1,2,3,4,5

REFERENCES

Read this if You Want to Take Good Photographs Author: Henry Carroll
The Art of Photography 2nd edition: A Personal Approach to Artistic Expression Author: Bruce Barnbaum
Extraordinary Everyday Photography Author: Brenda Tharp, Jed Manwaring

**COURSE IV: 16P1DGAP03-
CONCEPT, LAYOUT & STORYBOARDING**

PROGRAMME	M A DIGITAL ANIMATION	SEMESTER	1
COURSE CODE AND TITLE	16P1DGAP03- CONCEPT , LAYOUT & STORYBOARDING	CREDIT	4
HOURS/WEEK	6	HOURS/SEM	72
FACULTY NAME	ABIN JOSE		

COURSE OUTCOMES

	COURSE OUTCOMES	PO/ PSO	CL
	At the end of the course, students will be able to:		
CO 1	Demonstrate progress in basic concept development , story making making and storyboard development skills	PO1,PO2,PSO1,2	U
CO 2	Analyze well-designed concepts and stories	PO1,PO2,PSO1,2,3	An
CO 3	Identify the different story genres, concept quality and perfection of storyboards for productions.	PO2,PO3,PSO2,3,4	A
CO 4	Understanding of the industry as a whole by executing all components of development in pre-production planning	PO2,PO3,PSO2,3,4	U
CO 5	Demonstrate that they understand the pre-production 3D Film making process especially concept development , story , script and the storyboard	PO2,3,4 PSO2,3,4	E

CL* Cognitive Level

R- Remember

U- Understand

A Apply

An- Analyze

E- Evaluate

Cr- Create

CO - PO/PSO Mapping

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

Mapping Strength

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

SESSION	TOPIC	LEARNING RESOURCES	VALUE ADDITIONS	COURSE OUTCOME
	MODULE I			
1	Introduction to Story Telling	Lecture/ Interaction	PPT Workshop Screening	CO 1, CO2, CO3, CO4. CO5
2	Concept Development	Lecture/ Interaction	PPT Workshop Screening	CO 1
3	Story Telling Strategy	Lecture/ Interaction	PPT Workshop Screening	CO 1
4	Introduction - Plot, beginning, middle and end, engage an audience, characters roles	Lecture/Practical	PPT Workshop Screening	CO 1
5	The art of storytelling- Introduction to storytelling unique perspective, favorite stories/films, World & character	Lecture/Practical	PPT Workshop Screening	CO 1
6	The art of storytelling - Introduction to storytelling unique perspective, favorite	Lecture/Practical	PPT Workshop Screening	CO 1

	stories/films, World & character			
7	Story Structure	Lecture/Practical	PPT Workshop Screening	CO 1
8	Story Geners	Lecture/Practical	PPT Workshop Screening	CO 1
9	Pixar Short films	Seminar	PPT / Presentation/ screening	CO 1
10	Pixar Short films	Lecture/Practical	PPT Screening	CO 1
11	Story Formats	Practical	Workshop Screening	CO 1
12	Fiction	Practical	Workshop Screening	CO 1
13	Non Fiction	Presentation	PPT Workshop Screening	CO 1
	MODULE II			
15	Introduction to Script	Lecture/Practical	PPT Workshop Screening	CO 2, CO3
16	Basic Script writing Formats	Lecture/Practical	PPT Workshop Screening	CO 2, CO3
17	Screen Description methods	Lecture/Practical	PPT Workshop Screening	CO 2, CO3
18	Script a short animation film	Lecture/Practical	PPT Workshop Screening	CO 2, CO3
19	Script a short animation film	Lecture/Practical	PPT Workshop Screening	CO 2, CO3
20	Script a short animation film		PPT Workshop Screening	CO 2, CO3
21	Movie screening _Dual	Lecture/Practical	PPT Workshop	CO 2, CO3

			Screening	
22	Movie screening _Dual	Lecture/Practical	PPT Workshop Screening	CO 2, CO3
23	movie screening _Monster University	Lecture/Practical	PPT Workshop Screening	CO 2, CO3
CIA -1				
MODULE III				
27	Monster University Movie Review	Lecture/Practical	Workshop	CO 2
28	Introduction to Story Boarding	Lecture/Practical	Workshop	CO 2
29	Advantages and Applications of storyboard	Lecture/Practical	Workshop	CO 5
30	Importance of storyboards in Animation	Lecture/Practical	Workshop	CO 5
31	Introduction to Camera Angles	Lecture/Practical	Workshop	CO 5
32	Establishing shots	Lecture/Practical	Workshop	CO 5
MODULE 4				
33	Long shot	Lecture/Practical	Workshop	CO 2,3&4
34	Mid Long shot	Lecture/Practical	Workshop	CO 2,3&4
35	full shot	Lecture/Practical	Workshop	CO 2,3&4
36	closeup / extream close up shots	Lecture/Practical	Workshop	CO 2,3&4
37	Over head shot	Lecture/Practical	Presentation /	CO 2,3&4

			screening	
38	Tilt / panning shots	Lecture/Practical	Workshop	CO 2,3&4
39	Low angle shot / high angle shot	Lecture/Practical	Workshop	CO 2,3&4
40	Intro to Thumbnail storyboards	Lecture/Practical	Workshop	CO 3,4
41	Framing and camera angle methods	Lecture/Practical	Workshop	CO 3, CO4
42	Framing and camera angle methods	Lecture/Practical	Workshop	CO 3, CO4
43	Framing and camera angle methods	Lecture/Practical	Workshop	CO 3, CO4
CIA 2				
MODULE 5				
45	short story thumbnail sketch	Lecture/Practical	Workshop	CO 2,3&4
46	short story thumbnail sketch	Lecture/Practical	Workshop	CO 2,3&4
47	short story thumbnail sketch	Lecture/Practical	Workshop	CO 2,3&4
48	final thumbnail storyboard	Lecture/Practical	Workshop	CO 2,3&4
49	Hollywood story formats samples	Lecture/Practical	Workshop	CO 2,3&4
50	Hollywood story formats samples	Lecture/Practical	Workshop	CO 2,3&4
51	Final storyboard Format for a small animation concept	Lecture/Practical	Workshop	CO 2,3&4

52	Concept planning _ Final storyboard	Lecture/Practical	Workshop	CO 2,3&4
53	Concept Appruval _ Final storyboard	Lecture/Practical	Workshop	CO 2,3&4
54	Story_Final storyboard	Lecture/Practical	Workshop	CO 2,3&4
55	Thumbnail storyboard_Final storyboard	Lecture/Practical	Workshop	CO 2,3&4
56	Final storyboard Production	Lecture/Practical	Workshop	CO 2,3&4
57	Final storyboard Production	Lecture/Practical	Workshop	CO 2,3&4
58	Final storyboard Production	Lecture/Practical	Workshop	CO 2,3&4
59	Final storyboard Production	Lecture/Practical	Workshop	CO 2,3&4
60	Final storyboard Production	Lecture/Practical	Workshop	CO1,2,3,4 & 5
61	Final storyboard Production	Lecture/Practical	Workshop	CO1,2,3,4 & 5
62	Final storyboard Production	Lecture/Practical	Workshop	CO1,2,3,4 & 5
63	Final storyboard Production	Lecture/Practical	Workshop	CO1,2,3,4 & 5
64	Final storyboard Production	Lecture/Practical	Workshop	CO1,2,3,4 & 5
65	Final storyboard Production	Practical	Workshop	CO1,2,3,4 & 5

66	Final storyboard Production	Practical	Workshop	CO1,2,3,4 & 5
67	Final storyboard Production	/Practical	Workshop	CO1,2,3,4 & 5
68	Final storyboard Production	/Practical	Workshop	CO1,2,3,4 & 5
69	Final storyboard Production	Practical	Workshop	CO1,2,3,4 & 5
70	Final storyboard Production	Practical	Workshop	CO1,2,3,4 & 5
71	Final storyboard Production	Practical	Workshop	CO1,2,3,4 & 5
72	Project Presentation	Practical	Workshop	CO1,2,3,4 & 5

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
1	5/8/2018	Movie review _Monster University	CO 1 ,2
2	10/9/2018	Movie review _Dual movie review	CO 3&4

References

- Mastering Maya 2009
- Autodesk Knowledge
- The Animator's Survival Kit: Richard Williams
- . Digital Animation Bible - Creating Professional Animation With 3Ds Max, Lightwave, And Maya: George Avgerakis

Course V: 16P1DGAP04: TRADITIONAL ANIMATION

PROGRAMME	MA DIGITAL ANIMATION	SEMESTER	I
COURSE CODE	16P1DGAP04	CREDIT	
COURSE TITLE	TRADITIONAL ANIMATION	HOURS/ SEM	72 HRS
FACULTY NAME	KISHORE KUMAR. P	HOURS/ WEEK	5

COURSE OUTCOMES

	COURSE OUTCOMES	PO/PSO	CL
CO1	Develop the skill of quick Animation drawing	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 of Two & Four Legged Animation	PO1 PSO1,2,4	AN

CL* Cognitive Level

R- Remember

U- Understand

A Apply

An- Analyze

E- Evaluate

Cr- Create

CO - PO/PSO Mapping

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

Mapping Strength

0 No Mapping strength

1 Low

2 Medium

3 High

SESSION	TOPIC	LEARNING RESOURCES	VALUE ADDITIONS	COURSE OUTCOME
UNIT - 1				
1	Introduction	Lecture & Practical	Live Session	CO1
2	Sketching and Loosening exercises	Lecture & Practical	Live Session	CO1
3	Sketching and Loosening exercises	Lecture & Practical	Live Session	CO1
4	Sketching and Loosening exercises	Lecture & Practical	Live Session	CO1
5	Sketching and Loosening exercises	Lecture & Practical	Live Session	CO1
6	Drawing from :	Lecture & Practical	Live Session	CO1
7	Still-life Drawing	Lecture & Practical	Live Session	CO1
8	Still-life Drawing	Lecture & Practical	Live Session	CO1
9	Still-life Drawing	Lecture & Practical	Live Session	CO1
10	Still-life Drawing	Lecture & Practical	Live Session	CO1
11	Sketching Poses	Lecture & Practical	Live Session	CO1
12	Sketching Poses	Lecture & Practical	Live Session	CO1
13	Sketching Poses	Lecture & Practical	Live Session	CO1
14	Life Sketching	Lecture & Practical	Live Session	CO1
15	Life Sketching	Lecture & Practical	Live Session	CO1
16	Line of Action	Lecture & Practical	Live Session	CO1
17	Line of Action	Lecture & Practical	Live Session	CO1
18	Line of Action	Lecture & Practical	Live Session	CO1

19	Line of Action	Lecture & Practical	Live Session	CO1
20	Line of Action	Lecture & Practical	Live Session	CO1
UNIT - 2				
21	Planning an Animation	Lecture & Practical	Live Session	CO2
22	Planning an Animation	Lecture & Practical	Live Session	CO2
23	Planning an Animation	Lecture & Practical	Live Session	CO2
24	Planning an Animation	Lecture & Practical	Live Session	CO2
25	Planning an Animation	Lecture & Practical	Live Session	CO2
26	Bouncing Ball	Lecture & Practical	Live Session	CO2
27	Bouncing Ball	Lecture & Practical	Live Session	CO2
28	Bouncing Ball	Lecture & Practical	Live Session	CO2
29	Grass Animation	Lecture & Practical	Live Session	CO2
30	Grass Animation	Lecture & Practical	Live Session	CO2
31	Pendulum With Thread	Lecture & Practical	Live Session	CO2
32	Pendulum With Thread	Lecture & Practical	Live Session	CO2
33	Pendulum With Thread	Lecture & Practical	Live Session	CO2
34	Man on the Boat	Lecture & Practical	Live Session	CO2
35	Man on the Boat	Lecture & Practical	Live Session	CO2
UNIT - 3				
36	Gestures - Hand, Head with Body	Lecture & Practical	Live Session	CO3
37	Gestures - Hand, Head with Body	Lecture & Practical	Live Session	CO3
38	Gestures - Hand, Head with Body	Lecture & Practical	Live Session	CO3
39	Gesture - Shoulder with Body	Lecture & Practical	Live Session	CO3
40	Gesture - Shoulder with Body	Lecture & Practical	Live Session	CO3
41	Surprise Reaction-Take	Lecture & Practical	Live Session	CO3
42	Surprise Reaction-Take	Lecture & Practical	Live Session	CO3
43	Surprise Reaction-Take	Lecture & Practical	Live Session	CO3
44	Surprise Reaction-Take	Lecture & Practical	Live Session	CO3
45	Surprise Reaction-Double Take	Lecture & Practical	Live Session	CO3
46	Surprise Reaction-Double Take	Lecture & Practical	Live Session	CO3

47	Surprise Reaction-Double Take	Lecture & Practical	Live Session	CO3
48	Surprise Reaction-Double Take	Lecture & Practical	Live Session	CO3
49	Weight, Mass and movement	Lecture & Practical	Live Session	CO3
50	Weight, Mass and movement	Lecture & Practical	Live Session	CO3
UNIT - 4				
51	Study of Skelton Pivot Points	Lecture & Practical	Live Session	CO4
52	Study of Skelton Pivot Points	Lecture & Practical	Live Session	CO4
53	Study of Skelton Pivot Points	Lecture & Practical	Live Session	CO4
54	Figure : weight, balance and momentum.	Lecture & Practical	Live Session	CO4
55	Figure : weight, balance and momentum.	Lecture & Practical	Live Session	CO4
56	Human Gesture with Weight- Study from 2D Film	Lecture & Practical	Live Session	CO4
57	Human Gesture with Weight- Study from 2D Film	Lecture & Practical	Live Session	CO4
58	Human Gesture with Weight- Study from 2D Film	Lecture & Practical	Live Session	CO4
59	Human Gesture with Weight- Study from 2D Film	Lecture & Practical	Live Session	CO4
60	Human Gesture with Weight- Study from 2D Film	Lecture & Practical	Live Session	CO4
61	Weight Lifting	Lecture & Practical	Live Session	CO4
62	Weight Lifting	Lecture & Practical	Live Session	CO4
63	Weight Lifting	Lecture & Practical	Live Session	CO4
64	Weight Lifting	Lecture & Practical	Live Session	CO4
65	Weight Lifting	Lecture & Practical	Live Session	CO4
UNIT - 5				
	2ND CIA TEST	Lecture & Practical	Live Session	CO5
66	Analysis of Two Legged Walk	Lecture & Practical	Live Session	CO5
67	Analysis of Two Legged Walk	Lecture & Practical	Live Session	CO5
68	Analysis of Two Legged Walk	Lecture & Practical	Live Session	CO5

69	Analysis of Two Legged Run	Lecture & Practical	Live Session	CO5
70	Analysis of Two Legged Run	Lecture & Practical	Live Session	CO5
71	Study of Animal Gestures from 2D Film	Lecture & Practical	Live Session	CO5
72	Study of Animal Gestures from 2D Film	Lecture & Practical	Live Session	CO5
73	Study of Animal Gestures from 2D Film	Lecture & Practical	Live Session	CO5
74	Animal Skelton Pivot Study	Lecture & Practical	Live Session	CO5
75	Animal Skelton Pivot Study	Lecture & Practical	Live Session	CO5
76	Analysis of Four Legged Walk	Lecture & Practical	Live Session	CO5
77	Analysis of Four Legged Walk	Lecture & Practical	Live Session	CO5
78	Analysis of Four Legged Walk	Lecture & Practical	Live Session	CO5
79	Analysis of Four Legged Run	Lecture & Practical	Live Session	CO5
80	Analysis of Four Legged Run	Lecture & Practical	Live Session	CO5

	Date of completion	Topic of Assignment & Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)	COURSE OUTCOME
1	28/07/2018	Basics of Animation	CO2
2	10/08/2018	Gestures : Head, Hand	CO3
3	18/08/2018	Surprice Action	CO3
4	28/08/2018	Weight Lifting	CO4
5	15/09/2018	Two Legged : Walk	CO5
6	29/09/2018	Two Legged : Run	CO5
7	15/10/2018	Four Legged : Walk	CO5
8	02/11/2018	Four Legged : Run	CO5

REFERENCES

- Eadward Muybridge , The Human Figure in Motion, Dover Publications (June 1, 1955)
- 1 Eadward Muybridge,Animals in Motion, Dover Publications;
2 1st edition (June 1, 1957)
- 3 Osamu Tezuka ,Tezuka School of Animation, Watson-Guption; First Edition

edition (September 1, 2003)

Osamu Tezuka ,Tezuka School of Animation, Watson-Guptill; First Edition

4 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)