Sacred Heart College (Autonomous)

Department of School of Communication

MA DIGITAL ANIMATION

Course plan

Academic Year: 2018-19

Semester II

Programme Outcome

	Programme Outcome
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: 16P2DGAT02 HISTORY OF COMPUTER ANIMATION

PROGRAMME	MA DIGITAL ANIMATION	SEMESTER	2
COURSE CODE AND TITLE	16P2DGAT02 History of Computer Animation	CREDIT	4
HOURS/WEEK	4	HOURS/SEM	72
FACULTY NAME	APARNA S K		

COURSE OUTCOMES

	COURSE OUTCOMES At the end of the course, students will be able to:	PO/ PSO	CL
CO 1	Explain the history and aesthetics of computer animation, with references to related arts such as CGI, 3D animation movies & Visual effects.	PO1,PO2, PSO2, PSO3	U
CO 2	Demonstrate a wide range of commercial and experimental works produced throughout the world.	PO1, PSO2, PSO3	U
CO 3	Evaluate the aesthetics of wide range of animation movies.	PO1, PO2, PSO1	E
CO 4	Analyse issues and situations of different Animation studios in America	PO1, PO2, PSO1, PSO2,PSO4	An
CO 5	Analyse issues and situations of different Animation studios in Europe and Canada	PO1, PO2, PO3, PO4, PO5	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					1	1		
CO 2	1						1	1		
CO 3	2	2				2				
CO 4	1	2				2	1		2	
CO 5	1	2	2	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	Introductory Session: Topic: General Ideas about animation, computer animation and the scope of animation.	PPT	video	CO 1&2
2	Movie Screening - Toy Story	PPT/Lecture	video	CO 1&2
3	Movie Screening - Toy Story	PPT/Lecture	video	CO 1&2
4	Movie Screening - Toy Story	PPT/Lecture	video	CO 1&2
5	History on the origin of Computer graphics - 1950's - 1960's	PPT/Lecture	video	CO 1&2
6	History on the origin of Computer graphics - 1970's - 1980's	PPT/Lecture	video	CO 1&2
7	History on the origin of Computer graphics - 1990's - 2000s	Lecture	video	CO 1&2
8	History on the origin of Computer graphics - 1990's - 2000s	Lecture	video	CO 4
9	Movie Screening - Toy Story II	Lecture	video	CO 4
10	Movie Screening - Toy Story II	Lecture	video	CO 4
11	Movie Screening - Toy Story II	PPT/Lecture	video	CO 4
12	History on the origin of Computer graphics - 2010s. The types of images : - Two Dimensional - Pixel art - Sprite graphics - Vector graphics - Three-dimensional	PPT/Lecture	video	CO 4
13	Movie Screening - Chicken run I	PPT/Lecture	video	CO 4
14	Movie Screening - Chicken run I			CO 4
15	Movie Screening - Chicken run I			
16	Computer animation : Concepts and Principles	PPT/Lecture		CO 4
17	Pixar Shots	Lecture		CO 4
18	Pixar Shots	Lecture		CO 4
19	Important American Animation Studios	Lecture		CO 4

20	1 Hr Test	PPT/Lecture	Video & Movie screening	CO 1&3
21	Movie Screening - final Fantacy	PPT/Lecture	Video & Movie screening	CO 1&3
22	Movie Screening - final Fantacy	PPT/Lecture		CO 1&3
	Movie Screening - final Fantacy			
23	Movie Screening - Shrek I	PPT/Lecture	Video & Movie screening	CO 1&3
24	Movie Screening - Shrek I	Lecture		CO 1&3
25	Movie Screening - Shrek I	Lecture	Video & Movie screening	CO 1&3
26	European Animation Studios -	Lecture	Video & Movie screening	CO 1&3
27	European Animation Studios	Lecture	Video & Movie screening	CO 1&3
28	Movie Screening - The Chronicles of Narnia	Lecture		CO 1&3
29	Movie Screening - The Chronicles of Narnia	PPT/Lecture	Video & Movie screening	CO 1&3
30	Movie Screening - The Chronicles of Narnia	PPT/Lecture		CO 1&3
31	Movie Screening - Rise VFx Studio (Berlin) - Harry Potter	PPT/Lecture	Video & Movie screening	CO 1&3
32	Movie Screening - Rise VFx Studio (Berlin) - Harry Potter		Video & Movie screening	CO 1&3
33	Movie Screening - Rise VFx Studio (Berlin) - Harry Potter	PPT/Lecture	Video & Movie screening	CO 5
34	Canadian Animation Studios : National Film Board of Canada	PPT/Lecture	Video & Movie screening	CO 5
35	Movie Screening - Ryan (2005 Oscar Winning)	PPT/Lecture		CO 5
36	Movie Screening - Ryan (2005 Oscar Winning)	Lecture		CO 5
	Movie Screening - Ryan (2005 Oscar Winning)			
37	The recording techniques and animation hardware	Lecture	Video & Movie screening	CO 5

38	The recording techniques and animation hardware	PPT/Lecture	Video & Movie screening	CO 5
39	The recording techniques and animation hardware	PPT/Lecture	Video & Movie screening	CO 5
40	New age of computer technology in the field of Animation - With movie reference	PPT/Lecture	Video & Movie screening	CO 5
41	Movie Screening - Tron (1982)	PPT/Lecture	Video & Movie screening	CO 5
42	Movie Screening - Tron (1982)	Lecture	Video & Movie screening	CO 5
43	Movie Screening - Tron (1982)	PPT/Lecture	Video & Movie screening	CO 5
44	Movie Screening - Star Wars	PPT/Lecture	Video & Movie screening	CO 5
45	Movie Screening - Star Wars	PPT/Lecture	Video & Movie screening	CO 5
46	Movie Screening - Star Wars	PPT/Lecture	Video & Movie screening	CO 5
47	Movie Screening - Ready Player 1	PPT/Lecture	Video & Movie screening	CO 5
48	Movie Screening - Ready Player 1	PPT/Lecture	Video & Movie screening	CO 5
49	Movie Screening - Ready Player 1	PPT/Lecture	Video & Movie screening	CO 5
50	Movie Screening - Avengers	PPT/Lecture	Video & Movie screening	CO 5
51	Movie Screening - Avengers	PPT/Lecture	Video & Movie screening	CO 5
52	Movie Screening - Avengers	PPT/Lecture	Video & Movie screening	CO 5
53	Movie Screening - Life of Pi	PPT/Lecture	Video & Movie screening	CO 5
54	Movie Screening - Life of Pi	PPT/Lecture	Video &	CO 5

			Movie screening	
55	Movie Screening - Life of Pi		Video & Movie screening	CO 5
	Brief Revision of five Units			
56	Short Notes Preparations			
57	2 HOURS	*PPT/Lecture*	Video & Movie screening	CO 5
58	Short Research Paper Work On 2D Animation / 3D Animation - guidance and basic information	PPT/Lecture	Video & Movie screening	CO 5
59	Important American Animation Studios	PPT/Lecture	Video & Movie screening	CO 5
60	Important American Animation Studios	PPT/Lecture	Video & Movie screening	CO 5
61	Important American Animation Studios	PPT/Lecture	Video & Movie screening	CO 5
62	Important American Animation Studios	PPT/Lecture	Video & Movie screening	CO 5
63	Canadian Animation Studios : National Film Board of Canada	Lecture	Video & Movie screening	CO 5
64	Canadian Animation Studios : National Film Board of Canada	Lecture	Video & Movie screening	CO 5
65	Canadian Animation Studios : National Film Board of Canada	Lecture	Group discussion	CO 5
66	Canadian Animation Studios : National Film Board of Canada	Lecture	Group discussion	CO 5
67	European Animation Studios -	PPT/Lecture	Group discussion	CO 5
68	European Animation Studios -	PPT/Lecture	Group discussion	CO 5
69	European Animation Studios -	PPT/Lecture	Group discussion	CO 5
70	Revision			
71	Revision			
72	Revision			

ASSIGNMENTS/SEMINAR – Details & Guidelines

	Date of Completion	Topic of Assignment & Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)	Couse Outcome
1.	10/12/2018	Origin of Computer graphics	CO1 & CO 2
2.	08/01/2019	Write movie review	CO3
3.	08/01/2019	Movie reviews	CO3
4.	28/01/2019	Computer animation by American animation studios	CO4
5.	13/02/2019	Pixar and DreamWorks	CO5
6.	01/03/2019	Computer animated feature films	CO 5

REFERENCE

1. Terrence Masson, CG 101: A Computer Graphics Industry Reference, New Riders Press; 1 edition (August 26, 1999)
2. Tom Sito, Moving Innovation: A History of Computer Animation, the MIT Press (August 21, 2015)
3. Christopher Finch, the CG Story: Computer-Generated Animation and Special Effects, the Monacelli Press (December 3, 2013)
4. Garth Gardner PhD, Computer Graphics and Animation: History, Careers, Expert Advice, Garth Gardner Company (July 2002)

COURSE II: 16P2DGAP05   OBJECT ANIMATION & PIXILATION

PROGRAMME	M A DIGITAL ANIMATION	SEMESTER	2
COURSE CODE AND TITLE	16P2DGAP05 - OBJECT ANIMATION & PILXILATION	CREDIT	4
HOURS/WEEK	6	HOURS/SEM	72
FACULTY NAME	ABIN JOSE		

COURSE OUTCOMES

	At the end of the course, students will be able to:	PO/ PSO	CL
CO1	Demonstrate progress in basic sculpting, puppet making and animation skills	PO1,PO2,PSO1,2	U
CO2	Analyze characteristics of well-designed and executed animation.	PO1,PO2,PSO1,2,3	A
CO3	Identify the different use of materials, Image quality and size for productions.	PO2,PO3,PSO2,3,4	C
CO4	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
CO5	Demonstrate that they understand the post-production filmmaking process especially editing.	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	1	2					2	2		
CO 2	1	3					2	2	3	
CO 3		2	3					3	2	2
CO 4		3								3
CO 5		3	2	3				2	3	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 and applications of Stop motion Animation	Lecture/ Interaction	PPT Workshop Screening	CO 1, CO2, CO3, CO4. CO5
2	History of Stop motion Art	Lecture/ Interaction	PPT Workshop Screening	CO 1
3	Introduction to Time-lapse Animation	Lecture/ Interaction	PPT Workshop Screening	CO 1
4	Screening examples of Time-lapse videos	Lecture/Practical	PPT Workshop Screening	CO 1
5	Techniques of Time-lapse Videos	Lecture/Practical	PPT Workshop Screening	CO 1
6	Techniques of Time-lapse Videos	Lecture/Practical	PPT Workshop Screening	CO 1
7	Short Concept Designing for Time-lapse. Cityscape time-lapse videos	Lecture/Practical	PPT Workshop Screening	CO 1
8	Short Concept Designing for Time-lapse. Environment based time-lapse videos	Lecture/Practical	PPT Workshop Screening	CO 1

9	Possibilities of Time-lapse Videos	Seminar	PPT / Presentation/ screening	CO 1
10	Advantages of time-lapse videos	Lecture/Practical	PPT Screening	CO 1
11	Time-lapse clip _Project	Practical	Workshop Screening	CO 1
12	Time-lapse clip _Project	Practical	Workshop Screening	CO 1
13	Time-lapse clip _Project Presentation	Presentation	PPT Workshop Screening	CO 1
MODULE II				
15	History of Stop Motion Photography	Lecture/Practical	PPT Workshop Screening	CO 2, CO3
16	Stop Motion Cameras	Lecture/Practical	PPT Workshop Screening	CO 2, CO3
17	Tripodes using in Stop Motion production	Lecture/Practical	PPT Workshop Screening	CO 2, CO3
18	Lighting techniques In Stop Motion Animation	Lecture/Practical	PPT Workshop Screening	CO 2, CO3
19	Lighting techniques In Stop Motion Animation	Lecture/Practical	PPT Workshop Screening	CO 2, CO3
20	Concept Developing and Story Making in Stop Motion		PPT Workshop Screening	CO 2, CO3
21	Making Script for the concept	Lecture/Practical	PPT Workshop Screening	CO 2, CO3
22	Storyboard Techniques	Lecture/Practical	PPT Workshop Screening	CO 2, CO3
23	Character designing methods	Lecture/Practical	PPT Workshop Screening	CO 2, CO3
CIA-1				
MODULE III				
27	Choosing materials for character development	Lecture/Practical	PPT Workshop Screening	CO 2
28	Props designing	Lecture/Practical	PPT Workshop Screening	CO 2

29	Set planing and set layout	Lecture/Practical	PPT Workshop Screening	CO 5
30	Production Lighting	Lecture/Practical	PPT Workshop Screening	CO 5
31	Production	Lecture/Practical	PPT Workshop Screening	CO 5
32	Post-production Techniques _software	Lecture/Practical	PPT Workshop Screening	CO 5
MODULE 4				
33	Introduction to Cut Out Animation	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
34	Concept Development	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
35	Character designing	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
36	Background designing	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
37	Choosing materials for characters & background	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
38	Final layout	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
39	Lighting	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
40	Production	Lecture/Practical	PPT Workshop Screening	CO 3,4
41	Production	Lecture/Practical	PPT Workshop Screening	CO 3, CO4
42	Post production	Lecture/Practical	PPT Workshop Screening	CO 3, CO4
43	Screening	Lecture/Practical	PPT Workshop Screening	CO 3, CO4
CIA 2				
MODULE 5				

45	Introduction to pixilation Animation	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
46	Concept Development	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
47	Choosing Objects/characters	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
48	Layout & Framing	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
49	Production camera controls	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
50	Production	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
51	Production	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
52	Post production / editing	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
53	Sound mixing	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
54	Final Presentation	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
55	Introduction to Claymation Animation	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
56	Claymation Project planning	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
57	Production Pipeline methods	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
58	Preproduction _ Concept Development	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
59	Story Developing	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
60	Storyboard Thumbnails	Lecture/Practical	PPT Workshop Screening	CO1,2,3,4 & 5

61	Final storyboard	Lecture/Practical	PPT Workshop Screening	CO1,2,3,4 & 5
62	Animation final layout presentation	Lecture/Practical	PPT Workshop Screening	CO1,2,3,4 & 5
63	Character Design_ Concept art	Lecture/Practical	PPT Workshop Screening	CO1,2,3,4 & 5
64	props designing _ Concept art	Lecture/Practical	PPT Workshop Screening	CO1,2,3,4 & 5
65	Background Designing Concept art	Lecture/Practical	PPT Workshop Screening	CO1,2,3,4 & 5
66	Armature/bone_ creation for character	Lecture/Practical	PPT Workshop Screening	CO1,2,3,4 & 5
67	Wrapping and applying clay _ Characters	Lecture/Practical	PPT Workshop Screening	CO1,2,3,4 & 5
68	Final detailing on characters / Background	Lecture/Practical	PPT Workshop Screening	CO1,2,3,4 & 5
69	Production	Lecture/Practical	PPT Workshop Screening	CO1,2,3,4 & 5
70	Production	Lecture/Practical	PPT Workshop Screening	CO1,2,3,4 & 5
71	production	Lecture/Practical	PPT Workshop Screening	CO1,2,3,4 & 5
72	Final Project Presentation	Lecture/Practical	PPT Workshop Screening	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	14/12/2018	Pixilation Animation (Individual)	CO 1 ,2
2	10/01/2019	Time-lapse Animation	CO 3&4

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	02/02/2019	Presentation of Cut-out Animation	CO1,2
2	04/03/2019	Presentation of Final Claymation Animation Film	CO 2,3

References

- The Animation Book: Kit Laybourne
- The Encyclopedia of Animation Techniques: A Comprehensive Step-By-Step Directory of Techniques, with an Inspirational Gallery of Finished Works: Richard Taylor

- Stop Motion - Craft skills for model animation: Susannah Shaw

- Stop Motion Passion, Process and Performance: Barry J C Purves

- The Animator's Survival Kit: Richard Williams

COURSE III: 16P2DGAP06 CG FOUNDATION I

PROGRAMME	MA DIGITAL ANIMATION	SEMESTER	2
COURSE CODE AND TITLE	**16P2DGAP06 CG FOUNDATION**	**CREDIT**	**4**
HOURS/WEEK	**5**	**HOURS/SEM**	**72**
FACULTY NAME	**SIJO JOSEPH**		

COURSE OUTCOMES		PO / PSO	CL
CO1	Construct the specialization of digital Matte Painting foundation where they can perform their best.	PO1, PO2, PO5, PSO1, PSO3, PSO5	**Cr**
CO2	Develop precision, control and fluency within compositing work environments.	PO1, PO5, PSO2, PSO3, PSO4	**Cr, A**
CO3	Develop a vocabulary and visual language for CGI.	PO2, PO5, PSO2, PSO3, PSO5	**A, Cr**
CO4	Build an understanding of graphic design principles in applied practice.	PO1, PO2, PO5 All PSOs	**Cr**
CO5	Classify Industry standard graphic- visual effects toolsets and plug-ins	PO1, PO2, PO5 All PSOs	**U**

CL* Cognitive Level

R- Remember

U- Understand

B- Apply

An- Analyze

E- Evaluate

Cr- Create

CO - PO/PSO Mapping

	PO1	PO2	PO3	PO4	PO5	PSO1	PSO2	PSO3	PSO4	PSO5
CO 1	2	2			2	3		3		2
CO 2	1				1		3	3	2	
CO 3		2			2		3	2		2
CO 4	1	1			1	3	2	3	3	3
CO 5	1	1			1	3	3	3	2	2

Mapping Strength

0 **No Mapping strength**

1 **Low**

2 **Medium**

3 **High**

Sl.No	Session	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/Practi	Video	1,2,

			cal	Presentation	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
18	1	PAINT FX - CALLIGRAPHIC	Lecture/Practical	Video Presentation	2,4,5
19	1	PAINT FX – FX PRESETS	Lecture/Practical	Video Presentation	2,4,5
20	1	PAINT FX - CLONE, ART HISTORY	Lecture/Practical	Video Presentation	2,4,5
21	1	PAINT FX - SPOT & PATCH TOOLS	Lecture/Practical	Video Presentation	2,4,5
22	1	ASSIGNMENT/ WORKSHOP [PRE-PRODUCTION]	Practical	Video Presentation	2,4,5
23	1	INTRODUCTION TO SELECTION PROCESS	Lecture/Practical	Video Presentation	2,4,5
24	1	LASSO / POLYGONAL / MAGNETIC SELECTIONS	Lecture/Practical	Video Presentation	2,4,5
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
29	2	ADVANCED FEATURES OF PEN TOOL	Lecture/Practical	Video Presentation	4,5
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 - ADVANCED	Lecture/Practical	Reading Materials	5
40	1	COLOR RANGE	Lecture/Practical		3,4
41	1	MATCH COLOR	Lecture/Practical		5
42	1	EDGE TREATEMENT IN SELECTION	Lecture/Practical		5
43	1	SKY REPLACEMENT	Lecture/Practical		5
44	1	DIGITAL SET EXTENSION	Lecture/Practical		5
45	1	DIGITAL MATTE PAINTING - INTRODUCTION	Lecture/Practical	Video Presentation	3
46	1	DIGITAL MATTE PAINTING - THE WORKFLOW	Lecture/Practical	Video Presentation	4
47	1	DIGITAL MATTE PAINTING - ADVANCED STUDIES	Lecture/Practical	Reading Materials	4
48	1	COLOR CORRECTION	Lecture/Practical		4
49	1	ADVANCED COLOR CORRECTION 01	Lecture/Practical	Video Presentation	5
50	1	ADVANCED COLOR CORRECTION 02	Lecture/Practical		5
		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
59	1	LAYER MASK & VECTOR MASK	Lecture/Practical		5
60	1	MERGING LAYERS & BIN ARRANGEMENT	Lecture/Practical		5
61	1	COLOR GRADING 01 / LIGHTROOM	Lecture/Practical	WORKSHOP	5

62	1	COLOR GRADING 02 / LIGHTROOM	Lecture/Practical	WORKSHOP	5
63	1	IMPORT & EXPORT FORMATS	Lecture/Practical	Video Presentation	5
64	1	MAGAZINE PROJECT DISCUSSION DAY 1	Lecture/Practical	Video Presentation	All
65	1	MAGAZINE PROJECT DISCUSSION DAY 2	Lecture/Practical	Video Presentation	All
		MODULE V			
67		REVISION	Practical		All
68		DELIVERABLES	Practical		All
69		COVERSIONS AND PROJECTIONS	Practical		All
70		PORTFOLIO DEVELOPEMENT	Practical		All
71		PORTFOLIO DEVELOPEMENT	Practical		All
72		REVISION			All

ASSIGNMENTS AND SEMINARS

Sl No	Topic	Nature of Assignment	Alignment with POs, PSOs and COs	
1	TEXT DESIGNING	Practical	PS01, PS02 / CO1, CO2,CO3	
2	FILM TITLE PROJECT	Practical	PS01, PS02 / CO2,CO3	
3	CREATING CARTOONIC CHARACTERS & SHAPES	Practical	PS01, PS02, PS03 / CO1, CO2,CO4	
4	BRUSH DESIGNS	Practical	PS01, PS02 / CO1, CO2,CO3,CO4	
5	LAYER DESIGNING	Practical	PS01, PS02 / CO1, CO2,CO05	
6	POSTER DESIGNING	Practical	PS01, PS02,PS03, PS04 / CO3, CO4	
7	IMAGE EDITING	Practical	PS01, PS02,PS03, PS04 / CO3, CO4,CO5	
8	IMAGE RETOUCHING	Practical	PS01, PS02, PS04 / CO3, CO4	
9	SKY REPLACEMENT OF LANDSCAPE	Practical	PS04, PS05 / CO5	
10	SET EXTENSION OF CITY SCAPE	Practical	PS02,PS04, PS05 / CO3, CO4	
11	SELECT OUT A BG FROM FOREGROUND	Practical	PS01, PS02,PS03, PS04 / CO5, CO4	
12	DIGITAL MATTE PAINTING	Practical	PS01, PS02,PS03, PS04 / CO5	

| 13 | PHOTO RETOUCHING | Practical | PS01, PS02,PS03, PS04 / CO4, CO5 |
| 14 | 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

COURSE IV: 16P2DGAP07   2D DIGITAL ANIMATION

PROGRAMME	MA DIGITAL ANIMATION	SEMESTER	2
COURSE CODE	16P2DGAP07	CREDIT	4
COURSE TITLE	2D DIGITAL ANIMATION	HOURS/ SEM	72 HRS
FACULTY NAME	KISHORE KUMAR. P	HOURS/ WEEK	5

	COURSE OUTCOMES	**PO/PSO**	**CL**
CO1	Explain Basic Tools and Interface of the Digital Software	PO1 PSO1	AP
CO2	Create of Symbols	PO1 PSO1,2	U
CO3	Create Tween Animation And Masking	PO1 PSO1,2	C
CO4	Create Gestures in Character Animation Digitally	PO1 PSO1,2,4	C
CO5	Create 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	Introduction	Lecture & Practical	Live Session	CO1
3	Basic Tools	Lecture & Practical	Live Session	CO1
4	Basic Tools	Lecture & Practical	Live Session	CO1
5	Basic Tools	Lecture & Practical	Live Session	CO1
6	Basic Tools	Lecture & Practical	Live Session	CO1
7	Basic Tools	Lecture & Practical	Live Session	CO1
8	Basic Tools	Lecture & Practical	Live Session	CO1
9	Explain Time Line & Panles	Lecture & Practical	Live Session	CO1
10	Explain Time Line & Panles	Lecture & Practical	Live Session	CO1
UNIT - 2				
11	Symbols	Lecture & Practical	Live Session	CO2
12	Symbols	Lecture & Practical	Live Session	CO2
13	Symbols	Lecture & Practical	Live Session	CO2
14	Symbols	Lecture & Practical	Live Session	CO2
15	Symbols	Lecture & Practical	Live Session	CO2
16	Symbols : Design Character and Expressions	Lecture & Practical	Live Session	CO2
17	Symbols : Design Character and Expressions	Lecture & Practical	Live Session	CO2
18	Symbols : Design Character and Expressions	Lecture & Practical	Live Session	CO2
19	Symbols : Design Character and Expressions	Lecture & Practical	Live Session	CO2
20	Symbols : Design Character and Expressions	Lecture & Practical	Live Session	CO2

21	Symbols : Design Character Head with full body	Lecture & Practical	Live Session	CO2
22	Symbols : Design Character Head with full body	Lecture & Practical	Live Session	CO2
23	Symbols : Design Character Head with full body	Lecture & Practical	Live Session	CO2
24	Tweening : Motion	Lecture & Practical	Live Session	CO2
25	Tweening : Motion	Lecture & Practical	Live Session	CO2
26	Tweening : Shape	Lecture & Practical	Live Session	CO2
27	Tweening : Shape	Lecture & Practical	Live Session	CO2
28	Tweening : Shape	Lecture & Practical	Live Session	CO2
29	Masking	Lecture & Practical	Live Session	CO2
30	Masking	Lecture & Practical	Live Session	CO2
	FIRST CIA	Lecture & Practical	Live Session	CO2
UNIT - 3				
31	Two Legged: Walk	Lecture & Practical	Live Session	CO3
32	Two Legged: Walk	Lecture & Practical	Live Session	CO3
33	Two Legged: Walk	Lecture & Practical	Live Session	CO3
34	Two Legged: Run	Lecture & Practical	Live Session	CO3
35	Two Legged: Run	Lecture & Practical	Live Session	CO3
36	Jump	Lecture & Practical	Live Session	CO3
37	Jump	Lecture & Practical	Live Session	CO3
38	Jump	Lecture & Practical	Live Session	CO3
39	Drop Jump	Lecture & Practical	Live Session	CO3
40	Drop Jump	Lecture & Practical	Live Session	CO3
41	Lip Sync	Lecture & Practical	Live Session	CO3
42	Lip Sync	Lecture &	Live Session	CO3

		Practical		
43	Lip Sync	Lecture & Practical	Live Session	CO3
44	Four Legged Animal Anatomy	Lecture & Practical	Live Session	CO3
45	Four Legged Animal Anatomy	Lecture & Practical	Live Session	CO3
UNIT - 4				
46	ZOO STUDY	Field Visit Study	Live Session	CO4
47	ZOO STUDY	Field Visit Study	Live Session	CO4
48	ZOO STUDY	Field Visit Study	Live Session	CO4
49	ZOO STUDY	Field Visit Study	Live Session	CO4
50	ZOO STUDY	Field Visit Study	Live Session	CO4
51	Four Legged Animal : Designing	Lecture & Practical	Live Session	CO4
52	Four Legged Animal : Designing	Lecture & Practical	Live Session	CO4
53	Four Legged Animal : Designing	Lecture & Practical	Live Session	CO4
54	Four Legged Animal : Designing	Lecture & Practical	Live Session	CO4
55	Four Legged Animal : Designing	Lecture & Practical	Live Session	CO4
CIA 2				
UNIT - 5				
56	Study of Animal Gestures from 2D Film	Lecture & Practical	Live Session	CO5
57	Study of Animal Gestures from 2D Film	Lecture & Practical	Live Session	CO5
58	Study of Animal Gestures from 2D Film	Lecture & Practical	Live Session	CO5
59	Animal Skelton Pivot Study	Lecture & Practical	Live Session	CO5
60	Animal Skelton Pivot Study	Lecture & Practical	Live Session	CO5
61	Four Legged Animal Walk	Lecture & Practical	Live Session	CO5
62	Four Legged Animal Walk	Lecture & Practical	Live Session	CO5
63	Four Legged Animal Walk	Lecture & Practical	Live Session	CO5
64	Four Legged Animal Walk	Lecture & Practical	Live Session	CO5
65	Four Legged Animal	Lecture &	Live Session	CO5

		Walk	Practical		
	66	Four legged animal Run	Lecture & Practical	Live Session	CO5
	67	Four legged animal Run	Lecture & Practical	Live Session	CO5
	68	Four legged animal Run	Lecture & Practical	Live Session	CO5
	69	Four legged animal Run	Lecture & Practical	Live Session	CO5
	70	Four legged animal 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	10/12/2018	Jump , Drop Jump	CO3
2	13/01/2019	Lip Sync	CO3
3	27/01/2019	Two Legged : Walk	CO4
4	13/02/2019	Two Legged : Run	CO4
5	25/02/2019	Four Legged : Walk	CO5
6	03/03/2019	Four Legged : Run	CO5

REFERENCES

1 Barry Kelly, Tim Jones, David Wolfe, Allan Rosson, Foundation Flash Cartoon Animation, Apress; 2007 edition (November 28, 2007)

2 Chris Jackson, Flash Cinematic Techniques: Enhancing Animated Shorts and Interactive Storytelling , Focal Press; 1 edition (January 25, 2010)

3 Preston Blair , Cartoon Animation (Collector's Series) Walter Foster Publishing (1 January 1994)

4 Richard Williams , Animator's Survival kit, Faber; Main - Revised Edition(5 November 2009)

COURSE V: 16P2DGAP08 3D DESIGN

PROGRAMME	M A DIGITAL ANIMATION	SEMESTER	2
COURSE CODE AND TITLE	16P2DGAP08 -3D DESIGN	CREDIT	4
HOURS/WEEK	6	HOURS/SEM	72
FACULTY NAME	ABIN JOSE		

	COURSE OUTCOMES At the end of the course, students will be able to:	PO/ PSO	CL
CO 1	Demonstrate progress in basic 3D modeling, texturing , and lighting skills	PO1,PO2,PSO1,2	U
CO 2	Analyze characteristics of well-designed and executed 3D designs.	PO1,PO2,PSO1,2,3	A
CO 3	Identify the different use of materials, 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	Demonstrate that they understand the 3d production process especially Modeling.	PO2,3,4PPSO2,3,4	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	3	2					2	2		
CO 2	2	3					1	2	2	
CO 3		3	3					1	2	2
CO 4		3	2					2	2	3
CO 5		3	2	2				2	1	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 and applications of 3D	Lecture/ Interaction	PPT Workshop Screening	CO 1, CO2, CO3, CO4. CO5
2	Scopes and applications of 3d Animation	Lecture/ Interaction	PPT Workshop Screening	CO 1
3	3D Production Pipeline	Lecture/ Interaction	PPT Workshop Screening	CO 1
4	Types of 3D Software's , File Types Using in 3D Animation	Lecture/Practical	PPT Workshop Screening	CO 1
5	Screening Of Pixar Short animated Films	Lecture/Practical	PPT Workshop Screening	CO 1
6	Screening Of Christmas Carol Full animated movie	Lecture/Practical	PPT Workshop Screening	CO 1
7	Maya interface_ Panels	Lecture/Practical	PPT Workshop Screening	CO 1
8	Orthogonal views	Lecture/Practical	PPT Workshop Screening	CO 1
9	Basic navigation tools	Seminar	PPT / Presentation/ screening	CO 1
10	Move, scale, Rotation	Lecture/Practical	PPT Screening	CO 1
11	Introduction to Polygons	Practical	Workshop Screening	CO 1
12	polygon editing_ vertex, face, edge	Practical	Workshop Screening	CO 1
13	Boolians	Presentation	PPT	CO 1

			Workshop Screening	
MODULE II				
15	Extrude	Lecture/Practical	PPT Workshop Screening	CO 2, CO3
16	Insert edge loop tool , multy cut tool	Lecture/Practical	PPT Workshop Screening	CO 2, CO3
17	merge tool , smooth	Lecture/Practical	PPT Workshop Screening	CO 2, CO3
18	Interior modeling_ Kitchen	Lecture/Practical	PPT Workshop Screening	CO 2, CO3
19	Modeling a house	Lecture/Practical	PPT Workshop Screening	CO 2, CO3
20	Modeling Guns , barrels , Swords other props		PPT Workshop Screening	CO 2, CO3
21	Bicycle	Lecture/Practical	PPT Workshop Screening	CO 2, CO3
22	Blue Print Setting For Advanced Modeling	Lecture/Practical	PPT Workshop Screening	CO 2, CO3
23	Modeling Lamborghini , Pickup Truck	Lecture/Practical	PPT Workshop Screening	CO 2, CO3
	CIA-1			
	MODULE III			
27	Introduction to Character Modeling _Alien	Lecture/Practical	PPT Workshop Screening	CO 2
28	Alien Modeling	Lecture/Practical	PPT Workshop Screening	CO 2
29	Realistic Human character modeling	Lecture/Practical	PPT Workshop Screening	CO 5
30	Realistic Human character modeling	Lecture/Practical	PPT Workshop Screening	CO 5
31	Introduction to texturing	Lecture/Practical	PPT Workshop Screening	CO 5
32	2D , 3D Textures	Lecture/Practical	PPT Workshop	CO 5

			Screening	
		MODULE IV		
33	Materials and shaders	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
34	Planar Mapping	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
35	Cylindrical mapping	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
36	Spherical mapping	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
37	Automatic mapping, U V Unwrapping	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
38	U V Editing, Sewing, Binding	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
39	Advanced Texturing	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
40	Interior Texturing	Lecture/Practical	PPT Workshop Screening	CO 3,4
41	Props, Weapons Texturing	Lecture/Practical	PPT Workshop Screening	CO 3, CO4
42	Texturing A building.	Lecture/Practical	PPT Workshop Screening	CO 3, CO4
43	Landscape Texturing	Lecture/Practical	PPT Workshop Screening	CO 3, CO4
		CIA 2		
		MODULE V		
45	Introduction to Lighting In MAYA	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
46	Basic Lights _specialities & Properties	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
47	Shadows in lighting	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
48	Light linking	Lecture/Practical	PPT Workshop	CO 2,3&4

			Screening	
49	3 Point Lighting	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
50	Interior Lighting In Maya	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
51	Exterior Lighting In Maya	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
52	Image Based Lighting In Maya	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
53	Physical Sunlight In Maya	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
54	Creature Modeling _Dragon geometry	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
55	Creature Modeling _Dragon Body	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
56	Creature Modeling _Dragon legs	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
57	Creature Modeling _Dragon Tail	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
58	Creature Modeling _Dragon nails	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
59	Creature Modeling _Dragon body Detailing	Lecture/Practical	PPT Workshop Screening	CO 2,3&4
60	Creature Modeling _Dragonhead	Lecture/Practical	PPT Workshop Screening	CO1,2,3,4 & 5
61	Creature Modeling _Dragonhead detail	Lecture/Practical	PPT Workshop Screening	CO1,2,3,4 & 5
62	Final model _Unwrapping & Texturing	Lecture/Practical	PPT Workshop Screening	CO1,2,3,4 & 5
63	Dragon _Final output	Lecture/Practical	PPT Workshop Screening	CO1,2,3,4 & 5
64	Alien Modeling	Lecture/Practical	PPT Workshop	CO1,2,3,4 & 5

			Screening	
65	Image plane setting	Lecture/Practical	PPT Workshop Screening	CO1,2,3,4 & 5
66	basic body mesh creation	Lecture/Practical	PPT Workshop Screening	CO1,2,3,4 & 5
67	basic body mesh creation	Lecture/Practical	PPT Workshop Screening	CO1,2,3,4 & 5
68	detailing body parts	Lecture/Practical	PPT Workshop Screening	CO1,2,3,4 & 5
69	Alien Head Modeling	Lecture/Practical	PPT Workshop Screening	CO1,2,3,4 & 5
70	Alien Head Modeling	Lecture/Practical	PPT Workshop Screening	CO1,2,3,4 & 5
71	Character Compositing _all body parts	Lecture/Practical	PPT Workshop Screening	CO1,2,3,4 & 5
72	final output	Lecture/Practical	PPT Workshop Screening	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	4/12/2018	Kitchen 3D Model	CO 1 ,2
2	28/12/2018	Cottage 3D Model	CO 3&4

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	22/01/2019	Dragon Advanced 3d Model	CO1,2
2	16/02/2019	Alian Advanced 3d model	CO 2,3

References
- Mastering Maya 2009
- Autodesk Knowledge
- The Animator's Survival Kit: Richard Williams