SACRED HEART COLLEGE (AUTONOMOUS)

Department of Communication

M A DIGITAL ANIMATION

Course plan

Academic Year 2018-19

Semester 2

Course structure (SEMESTER 2)

Course Code	Title of The Course	No. Hrs./Week	Credits	Total Hrs./Sem
16P2DGAT02	History of Computer Animation	3	4	54
16P2DGAP05	Object Animation & Pixilation	2	4	72
16P2DGAP06	CG Foundation I	5	4	72
16P2DGAP07	2D Digital Animation	3	4	72
16P2DGAP08	3D Design	5	4	72

COURSE PLAN- HISTORY OF COMPUTER ANIMATION

PROGRAMME	MA DIGITAL ANIMATION	SEMESTER	1
COURSE CODE AND TITLE	16P2DGAT02 HISTORY OF COMPUTER ANIMATION	CREDIT	4
HOURS/WEEK	4	HOURS/SEM	72
FACULTY NAME	VARSHA		

PROGRAMME OUTCOMES

	Program 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

PSO 2	Visual Effects, Film Techniques, and develop software skills required to demonstrate competence in these fields. 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 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, PO6, 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	Analyze issues and situations of different Animation studios in America	PO1, PO2, PSO1, PSO2,PSO4	An
CO 5	Analyze issues and situations of different Animation studios in Europe and Canada	PO1, PO2, PO3, PO4, PO5,	An

CL* Cognitive Level

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 - http://animationweek.uk/animation-studios-in-europe/			
27	European Animation Studios - http://animationweek.uk/animation-studios-in-europe/	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 & Movie screening	CO 5
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

		Topic of Assignment & Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)	Couse Outcome
1		Make any two Optical contraptions	CO3
2		write movie review	CO1 & CO 2
3		seminar Presentation - Pioneers of animation	CO1 & CO 2

4	Walt Disney Productions - Research the peculiarities of Walt Disney productions	CO4
5	Seminar Presentation - Pioneers of Canadian Animation	CO1 & CO5
6	Assignment - European and Japanese Animation	CO1 & CO 2

References

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)

COURSEPLAN- OBJECT ANIMATION AND PIXILATION

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

PROGRAMME SPECIFIC OUTCOMES	
PSO1	Understand the fundamentals and history of Stopmotion Animation.
PSO2	Apply design principles, techniques in ideation and production of Stopmotion art
PSO3	Create design incorporating various studio, fine art skills such as photography, art, calligraphy, illustrations, technology and other Artistic design processes.
PSO4	Inculcate professional practices such as pre-plan, time management and deadline submission.
PSO5	Keep abreast with the trends, practices for social awareness and education.

COURSE OUTCOMES	
CO1	Analyze the history and development of Stopmotion Animation.
CO2	Apply the basic technical aspects of Stopmotion Animation.
CO3	Create aesthetics in Stopmotion Animation
CO4	Apply Stopmotion techniques in different field
CO5	Presentation of Short Animated clips.

CUM. HOURS	SESSION	TOPIC	LEARNING RESOURCES	NO. OF HOURS	CO	PO/PSO	Cognitive Leve(CL)	Knowledge Category (KC)
						MODULE I		
1	1	Introduction for the course and course outcomes	Lecture,Discussions	1	CO1	PSO1	Remembering, understanding	Factual,Conceptual, Procedural, Metacognitive
2	2	Introduction to stopmotion animation	Lecture,Discussions	1	CO1	PSO1	Remembering, understanding	Factual,Conceptual, Procedural, Metacognitive
3	3	Introduction to Timelaps animation	Lecture,Discussions	1	CO1	PSO1	Remembering, understanding	Factual,Conceptual, Procedural, Metacognitive
4	4	Timeslaps and stopmotion _Differences	Lecture,Discussions	1	CO1	PSO1	Remembering, understanding	Factual,Conceptual, Procedural, Metacognitive
5	5	Timelaps animation clips	Lecture,Discussions	1	CO1	PSO1	Remembering, understanding	Factual,Conceptual, Procedural, Metacognitive
6	6	Accessories for timelaps animation	Lecture,Discussions	1	CO1	PSO1	Remembering, understanding	Factual,Conceptual, Procedural, Metacognitive
7	7	Concept creation for Timelaps animation	Lecture,Discussions	1	CO1	PSO1	Remembering, understanding	Factual,Conceptual, Procedural, Metacognitive
8	8	Timelaps animation Demo	Lecture,Discussions	1	CO1	PSO1	Remembering, understanding	Factual,Conceptual, Procedural, Metacognitive
						MODULE II		

							Remembering, understanding, applying, analysing, evaluating,Creating	Factual,Conceptual, Procedural, Metacognitive
15	9	History of stopmotion Animation	Lecture, Discussions, practicals	1	CO2	PSO2,3,4,5	Remembering, understanding, applying, analysing, evaluating,Creating	Factual,Conceptual, Procedural, Metacognitive
16	10	Stopmotion Animation Fim screening	Lecture, Discussions, practicals	1	CO2	PSO2,3,4,5	Remembering, understanding, applying, analysing, evaluating,Creating	Factual,Conceptual, Procedural, Metacognitive
17	11	Production workflow of stopmotion animation	Lecture, Discussions, practicals	1	CO2	PSO2,3,4,5	Remembering, understanding, applying, analysing, evaluating,Creating	Factual,Conceptual, Procedural, Metacognitive
18	12	Tools and accessiories for Stopmotion Animation	Lecture, Discussions, practicals	1	CO2	PSO2,3,4,5	Remembering, understanding, applying, analysing, evaluating,Creating	Factual,Conceptual, Procedural, Metacognitive
19	13	Techniques of Stopmotion Animation	Lecture, Discussions, practicals	1	CO2	PSO2,3,4,5	Remembering, understanding, applying, analysing, evaluating,Creating	Factual,Conceptual, Procedural, Metacognitive
20	14	Screening of the Short movie Bear and Hare	Lecture, Discussions, practicals	1	CO2	PSO2,3,4,5	Remembering, understanding, applying, analysing, evaluating,Creating	Factual,Conceptual, Procedural, Metacognitive
21	15	Stopmotion Cameras	Lecture, Discussions, practicals	1	CO2	PSO2,3,4,5	Remembering, understanding, applying, analysing,	Factual,Conceptual, Procedural,

							evaluating,Cr eating	Metacog nitive
22	16	Tripodes For Stopmotion	Lecture, Discussio ns, practicals	1	CO2	PSO2,3, 4,5	Rememberin g, understandin g, applying, analysing, evaluating,Cr eating	Factual,C onceptu al, Procedur al, Metacog nitive
23	17	Lighting In stopmotion Animation Films	Lecture, Discussio ns, practicals	1	CO2	PSO2,3, 4,5	Rememberin g, understandin g, applying, analysing, evaluating,Cr eating	Factual,C onceptu al, Procedur al, Metacog nitive
24	18	Lighting In stopmotion Animation Films	Lecture, Discussio ns, practicals	1	CO2	PSO2,3, 4,5	Rememberin g, understandin g, applying, analysing, evaluating,Cr eating	Factual,C onceptu al, Procedur al, Metacog nitive
25	19	Concept Developme nt for Stopmotion Animation	Lecture, Discussio ns, practicals	1	CO2	PSO2,3, 4,5	Rememberin g, understandin g, applying, analysing, evaluating,Cr eating	Factual,C onceptu al, Procedur al, Metacog nitive
26	20	Concept Into Story	Lecture, Discussio ns, practicals	1	CO2	PSO2,3, 4,5	Rememberin g, understandin g, applying, analysing, evaluating,Cr eating	Factual,C onceptu al, Procedur al, Metacog nitive
27	21	Script writing	Lecture, Discussio ns, practicals	1	CO2	PSO2,3, 4,5	Rememberin g, understandin g, applying, analysing, evaluating,Cr eating	Factual,C onceptu al, Procedur al, Metacog nitive
28	22	Storyboard prepration	Lecture, Discussio	1	CO2	PSO2,3, 4,5	Rememberin g, understandin	Factual,C onceptu al,

							Procedural, Metacognitive
			ns, practicals			g, applying, analysing, evaluating,Creating	Procedural, Metacognitive
29	23	Character Designing	Lecture, Discussions, practicals	1	CO2	PSO2,3, 4,5	Remembering, understanding, applying, analysing, evaluating,Creating	Factual,Conceptual, Procedural, Metacognitive
TEST I								

ASSIGNMENTS/SEMINAR – Details & Guidelines

References

1. Stop Motion animation : Barry JC HYPERLINK "https://www.amazon.in/s/ref=dp_byline_sr_ebooks_1?ie=UTF8&field-author=Barry+JC+Purves&text=Barry+JC+Purves&sort=relevancerank&search-alias=digital-text"Purves (Author)
2. Stop motion Puppet Sculpting : Tom Brierton

COURSE PLAN- CG FOUNDATION

PROGRAMME	MA DIGITAL ANIMATION		SEMESTER		2
COURSE CODE AND TITLE	P2DGAP06 / CG FOUNDATION		CREDIT		4
HOURS/WEEK	5			HOURS/SEM	72
FACULTY NAME	SIJO JOSEPH				
PROGRAMME OUTCOMES (POs)					
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.	
PO 5 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.	

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PROGRAMME SPECIFIC OUTCOMES (PSOs)

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PSO1	Understand the basic concepts and theories of Graphic Fundamentals, Photography & Image Editing, and develop software skills required to demonstrate competence in these fields.
PSO2	Students should be equipped with the ability for multitasking in the areas of , concept art, digital matte painting and Image manipulation from concept development and production design to the completion of finished segments.
PSO3	Develop confidence for entrepreneurship and innovations through positive attitude for practical living with strong updating in specialized areas.
PSO4	Understand and apply the roles, practices and ethics of communication design for social awareness and education.
PSO5	Students are encouraged to cultivate and share ideas as well as develop their own philosophy and unique way of working as a team.

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COURSE OUTCOMES (COs)

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

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MODULE I

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Sl.No	Session	Topic	Method of Teaching	Value Additions	CO	PO/PSO	Cognitive Leve(CL)	Knowledge Category (KC)
1	1	INTRODUCTION TO COMPOSITION	Lecture	Video Presentation	3	1	Understanding	Factual
2	1	INTRODUCTION TO VISUAL FX	Lecture	Video Presentation	3	1	Understanding	Factual

3	1	ADOBE PHOTOSHOP IN GENERAL	Lecture/Practical	Reading Materials	1,2,4	1,4,5	Understanding	Factual
4	2	INTERPHASE OF ADOBE PHOTOSHOP	Lecture/Practical	Reading Materials	1,2,4	1,4,5	Understanding	Factual
5	2	BASIC TRANSFORM TOOLS	Lecture/Practical	Reading Materials	1,2,4	1,4,5	Understanding & Analyzing	Factual & Conceptual
6	2	FILM FORMATS, FRAME RATE	Lecture/Practical	Reading Materials	1,2,4	1,4,5	Understanding & Analyzing	Factual & Conceptual
7	2	IMAGE RESOLUTION	Lecture/Practical	Reading Materials	1,2,4	1,4,5	Understanding & Analyzing	Factual & Conceptual
8	1	IMAGES IMPORT	Lecture/Practical	Reading Materials	1,2,4	1,4,5	Understanding & Analyzing	Factual & Conceptual
9	1	TEXT PRESETS	Lecture/Practical	Reading Materials	1,2,4	1,4,5	Understanding & Analyzing	Conceptual & Procedural
10	3	TOOLBOX INTRODUCTION	Lecture/Practical	Video Presentation	1,2,4	1,4,5	Evaluate and Analyze	Conceptual & Procedural
11	3	MENU BAR AND INTERPHASE SHORTCUTS	Lecture/Practical	Video Presentation	1,2,4	1,4,5	Understanding & Analyzing	Conceptual & Procedural
12	1	TEXT TAB (CHARACTER TAB)	Lecture/Practical	Video Presentation	1,2,4	1,4,5	Understanding & Analyzing	Conceptual & Procedural
13	1	TEXT FORMATS	Lecture/Practical	Video Presentation	1,2,4	1,4,5	Understanding & Analyzing	Conceptual & Procedural
14	1	TITLE DESIGNING	Lecture/Practical	Video Presentation	1,2,4	1,4,5	Evaluate and Analyze	Conceptual & Procedural

15	1	COLOR FILL	Lecture/Practical	Video Presentation	1,2,4	1,4,5	Evaluate and Analyze	Conceptual & Procedural
16	2	GRADIENTS	Lecture/Practical	Video Presentation	1,2,4	1,4,5	Evaluate and Analyze	Conceptual & Procedural
MODULE II								
17	1	PAINT FX - BRUSHES & CLONE	Lecture/Practical	Video Presentation	2,4,5,6	1,2	Understanding & Analyzing	Procedural & Metacognitive
18	1	PAINT FX - CALLIGRAPHIC	Lecture/Practical	Video Presentation	2,4,5,6	1,2	Understanding & Analyzing	Procedural & Metacognitive
19	1	PAINT FX – FX PRESETS	Lecture/Practical	Video Presentation	2,4,5,6	1,2	Understanding & Analyzing	Procedural & Metacognitive
20	1	PAINT FX - CLONE, ART HISTORY	Lecture/Practical	Video Presentation	2,4,5,6	1,2	Applying & Creating	Procedural & Metacognitive
21	1	PAINT FX - SPOT & PATCH TOOLS	Lecture/Practical	Video Presentation	2,4,5,6	1,2	Applying & Creating	Procedural & Metacognitive
22	1	ASSIGNMENT/ WORKSHOP [PRE-PRODUCTION]	Practical	Video Presentation	2,4,5,6	1,2	Understanding & Analyzing	Conceptual & Procedural
23	1	INTRODUCTION TO SELECTION PROCESS	Lecture/Practical	Video Presentation	2,4,5,6	1,2	Understanding & Analyzing	Procedural & Metacognitive
24	1	LASSO / POLYGONAL / MAGNETIC SELECTIONS	Lecture/Practical	Video Presentation	2,4,5,6	1,2	Applying & Creating	Procedural & Metacognitive
25	1	MAGIC WAND / QUICK SELECTION	Lecture/Practical	Video Presentation	4,5	1,2	Understanding & Analyzing	Conceptual & Procedural
26	1	SELECTION MODIFIERS	Lecture/Practical		4,5	1,2	Understanding & Analyzing	Conceptual & Procedural

27	1	PEN TOOL INTRODUCTION	Lecture/Practical		4,5	2,3	Evaluate and Analyze	Conceptual & Procedural
28	1	PEN TOOL SELECTION FOR ROTOSCOPE	Lecture/Practical	Reading Materials	4,5,6	2,3	Applying & Creating	Procedural & Metacognitive

29	2	ADVANCED FEATURES OF PEN TOOL	Lecture/Practical	Video Presentation	4,5,6	2,3	Applying & Creating	Procedural & Metacognitive
30	1	CIA I						
MODULE III								
31	2	LAYER STYLES	Lecture/Practical	Video Presentation	4,5	2,3	Understanding & Analyzing	Conceptual & Procedural
32	1	TITLE DESGNING WITH LAYER STYLES	Lecture/Practical		3,4,5	2,3	Understanding & Analyzing	Procedural & Metacognitive
33	1	LAYERS IN PHOTOSHOP	Lecture/Practical	Video Presentation	3,4,5	2,3	Applying & Creating	Procedural & Metacognitive
34	1	LAYER PROPERTIES	Lecture/Practical		3,4,5	2,3	Applying & Creating	Procedural & Metacognitive
35	1	MANAGING MULTIPLE LAYERS	Lecture/Practical	Reading Materials	3,4,5	2,3	Evaluate and Analyze	Factual & Conceptual
36	1	MATTE / ALPHA LAYERS	Lecture/Practical		3,4,5	2,3	Applying & Creating	Conceptual & Procedural
37	1	KEYING	Lecture/Practical		3,4,5	2,3	Applying & Creating	Conceptual & Procedural
38	2	MASK CHANNELS	Lecture/Practical	Video Presentation	3,4,5	2,3	Applying & Creating	Conceptual & Procedural
39	1	CHANNELS - ADVANCED	Lecture/Practical	Reading Materials	6	2,3	Applying & Creating	Conceptual & Procedural
40	1	COLOR RANGE	Lecture/Practical		6	2,3	Applying & Creating	Conceptual & Procedural
41	1	MATCH COLOR	Lecture/Practical		6	2,3	Evaluate and Analyze	Conceptual & Procedural
42	1	EDGE TREATEMENT IN SELECTION	Lecture/Practical		6	2,3	Evaluate and Analyze	Conceptual & Procedural
43	1	SKY REPLACEMENT	Lecture/Practical		6	2,3	Evaluate and Analyze	Conceptual & Procedural
44	1	DIGITAL SET EXTENSION	Lecture/Practical		6	2,3	Evaluate and Analyze	Conceptual & Procedural

45	1	DIGITAL MATTE PAINTING - INTRODUCTION	Lecture/Practical	Video Presentation	3,6	2,3	Evaluate and Analyze	Conceptual & Procedural
46	1	DIGITAL MATTE PAINTING - THE WORKFLOW	Lecture/Practical	Video Presentation	6	2,3	Applying & Creating	Procedural & Metacognitive
47	1	DIGITAL MATTE PAINTING - ADVANCED STUDIES	Lecture/Practical	Reading Materials	6	2,3	Applying & Creating	Procedural & Metacognitive
48	1	COLOR CORRECTION	Lecture/Practical		6	4,5	Evaluate and Analyze	Procedural & Metacognitive
49	1	ADVANCED COLOR CORRECTION 01	Lecture/Practical	Video Presentation	6	4,5	Evaluate and Analyze	Procedural & Metacognitive
50	1	ADVANCED COLOR CORRECTION 02	Lecture/Practical		6	4,5	Applying & Creating	Procedural & Metacognitive
MODULE IV								
51	1	PS FILTERS : LIQUIFY	Lecture/Practical	Video Presentation	5	1,2	Evaluate and Analyze	Procedural & Metacognitive
52	1	PS FILTERS : FILTER GALLERY	Lecture/Practical	Video Presentation	5	1,2	Evaluate and Analyze	Procedural & Metacognitive
53	1	PS FILTERS : VANISHING POINT	Lecture/Practical	Video Presentation	5	1,2	Evaluate and Analyze	Procedural & Metacognitive
54	1	PS FILTERS : LENSFLARE	Lecture/Practical	Video Presentation	5	1,2	Evaluate and Analyze	Procedural & Metacognitive
55	1	PS FILTERS : LIGHTING EFFECTS	Lecture/Practical	Video Presentation	5	1,2	Evaluate and Analyze	Procedural & Metacognitive
56	1	PS FILTERS : BLUR, SHARPEN & STYLIZE	Lecture/Practical	Video Presentation	5	1,2	Evaluate and Analyze	Procedural & Metacognitive
57		ASSIGNMENT REVIEW	Review				Evaluate and Analyze	
58	1	ADVANCED SELECTION OPTIONS	Lecture/Practical		5,6	2	Evaluate and Analyze	Conceptual & Procedural
59	1	LAYER MASK & VECTOR MASK	Lecture/Practical		5,6	2	Evaluate and Analyze	Conceptual & Procedural

60	1	MERGING LAYERS & BIN ARRANGEMENT	Lecture/Practical		5,6	2	Evaluate and Analyze	Procedural & Metacognitive
61	1	COLOR GRADING 01 / LIGHTROOM	Lecture/Practical	WORKSHOP	5,6	2	Evaluate and Analyze	Procedural & Metacognitive
62	1	COLOR GRADING 02 / LIGHTROOM	Lecture/Practical	WORKSHOP	5,6	2	Applying & Creating	Procedural & Metacognitive
63	1	IMPORT & EXPORT FORMATS	Lecture/Practical	Video Presentation	7,8	2	Evaluate and Analyze	Procedural & Metacognitive
64	1	MAGAZINE PROJECT DISCUSSION DAY 1	Lecture/Practical	Video Presentation	7,8	2	Evaluate and Analyze	Conceptual & Procedural

65	1	MAGAZINE PROJECT DISCUSSION DAY 2	Lecture/Practical	Video Presentation	7,8	2	Evaluate and Analyze	Conceptual & Procedural
66		CIA II						
MODULE V								
67		REVISION	Practical		1,4,6,7	3	Applying & Creating	Procedural & Metacognitive
68		DELIVERABLES	Practical		1,4,6,7	3	Applying & Creating	Procedural & Metacognitive
69		COVERSIONS AND PROJECTIONS	Practical		1,4,6,7	3	Applying & Creating	Procedural & Metacognitive
70		PORTFOLIO DEVELOPEMENT	Practical		1,4,6,7	3	Applying & Creating	Procedural & Metacognitive
71		PORTFOLIO DEVELOPEMENT	Practical		1,4,6,7	3	Applying & Creating	Procedural & Metacognitive
72		PORTFOLIO REVIEW	Review		1,4,6,7	3	Applying & Creating	Procedural & Metacognitive
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,CO3
2	I	FILM TITLE PROJECT	Practical	PS01, PS02 / CO2,CO3
3	I	CREATING CARTOONIC CHARACTERS & SHAPES	Practical	PS01, PS02, PS03 / CO1, CO2,CO4
4	II	BRUSH DESIGNS	Practical	PS01, PS02 / CO1, CO2,CO3,CO4
5	II	LAYER DESIGNING	Practical	PS01, PS02 / CO1, CO2,CO4, CO05
6	III	POSTER DESIGNING	Practical	PS01, PS02,PS03, PS04 / CO3, CO4,CO6
7	III	IMAGE EDITING	Practical	PS01, PS02,PS03, 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

TEXTBOOKS AND 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 PLAN- DIGITAL ANIMATION				
PROGRAMME	**MA DIGITAL ANIMATION**		SEMESTER	**2**
COURSE CODE& TITLE :	**16P2DGAP07 : 2D DIGITAL ANIMATION**			
FACULTY NAME	**KISHORE KUMAR . P**	HOURS/SEM	72 HRS	CREDIT

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
PO 5	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
	-
PSO 1	Understand the basic concepts and theories of Animation, 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 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	Students are encouraged to cultivate and share ideas as well as develop their own philosophy and unique way of working as a team.

	COURSE OUTCOMES	**PO/PSO**	**CL**
CO1	Apply Basic Tools and Interface of the Digital Software	PO1 PSO1	AP
CO2	Create of Symbols	PO1 PO1,2	C

CO3	Create Tween Animation And Masking	PO1 PO1,2		C
CO4	Create Gestures in Character Animation Digitally	PO1 PO1,2,4		C
CO5	Create Two & Four Legged Animation	PO1 PO1,2,4		C

Sessions (Hours)	Topics	Teaching Method	ValueAddition/Remarks	CO
UNIT - 1				
1	Introduction	Lecture	Live Session	CO1
2				
3	Basic Tools			
4		Lecture	Live Session	CO1
5				
6				
7	Basic Tools	Lecture	Live Session	CO1
8				
9				
10		Lecture	Live Session	CO1
11	Explain Time Line & Panles			
12				
UNIT - 2				
13	Symbols	Lecture	Live Session	CO2
14				
15				
16	Symbols	Lecture	Live Session	CO2
17				
18				
19	Symbols : Design Character and Expressions	Lecture	Live Session	CO2
20				
21				
22		Lecture	Live Session	CO2
23				
24				
25	Symbols : Design Character Head with full body (Side View)	Lecture	Live Session	CO2
26				
27				
28	Tweening : Motion	Lecture	Live Session	CO2
29				
30				

31	Tweening : Shape	Lecture	Live Session	
32				CO2
33				
34	Masking	Lecture	Live Session	
35				CO2
36				
37	**FIRST CIA**			

UNIT - 3				
37	Two Legged: Walk	Lecture	Live Session	
38				CO3
39				
40	Two Legged: Run	Lecture	Live Session	
				CO3
41				
43	Jump	Lecture	Live Session	
44				CO3
45				
46	Drop Jump	Lecture	Live Session	
47				CO3
48				
49	Lip Sync	Lecture	Live Session	
50				CO3
51				
52	Four Legged Animal Anatomy	Lecture	Live Session	
53				CO3
54				

UNIT - 4				
55	**ZOO STUDY**	**Visit Study**		
56				CO4
57				
58				
59				CO4
60				
61	Four Legged Animal : Designing	Lecture	Live Session	
62				CO4
63				
64		Lecture	Live Session	
65				CO4
66				
	SECOND CIA			

UNIT - 5				
67	Four Legged Animal Walk	Lecture	Live Session	
68				CO5
69				
70		Lecture	Live Session	CO5

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

Module	Topic	Alignment with POs, PSOs and COs
1	Basic Tools	CO1
1	Sketching Poses	CO2
2	Basics of Animation	CO2
3	Gestures : Head, Hand	CO3
3	Jump , Drop Jump	CO3
4	Lip Sync	CO3
5	Two Legged : Walk	CO4
5	Two Legged : Run	CO4
5	Four Legged : Walk	CO5
5	Four Legged : Run	CO5
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 PLAN-3D DESIGN					
ACADEMIC YEAR 2018-2019					
PROGRAMME	M A DIGITAL ANIMATION		**SEMESTER**	**2**	
COURSE CODE AND TITLE	16P2DGAP08 -3D DESIGN		**CREDIT**	**4**	
HOURS/WEEK			**HOURS/SEM**	**72**	
FACULTY NAME	ABIN JOSE				

PROGRAMME SPECIFIC OUTCOMES(PSOs)

PSO1	Understand the fundamentals and history of 3D Animation Technology.
PSO2	Apply 3D design principles, techniques in ideation and production of visual outputs.
PSO3	Create design incorporating various studio, fine art skills such as art, sculpting, illustrations, and other design processes.
PSO4	Inculcate professional practices such as pre-plan, time management and deadline submission.
PSO5	Keep abreast with the trends, practices and ethics of 3d designing for social awareness, education and for the world of entertainment.

COURSE OUTCOMES

CO1	Analyze the history and development of 3D Animation
CO2	Apply the basic technical aspects of 3D Animation
CO3	Create aesthetics in 3D Animation .
CO4	Apply 3D Arts in different field
CO5	Presentation and Screening of 3D Animation Art.

SESSION	hours	TOPIC	LEARNING RESOURCES	NO. OF HOURS	CO	PO/PSO	Cognitive Leve(CL)	Knowledge Category (KC)
MODULE I								
1	2	Introduction for the course and course outcomes	Lecture,Discussions	1	CO1	PSO1	Remembering, understanding	Factual,Conceptual, Procedural, Metacognitive
2	2	Scopes and applications of 3d Animation	Lecture,Discussions	1	CO1	PSO1	Remembering, understanding	Factual,Conceptual, Procedural, Metacognitive
3	2	3D Production Pipeline	Lecture,Discussions	1	CO1	PSO1	Remembering,	Factual,Conceptual, Procedural,

							understanding	Metacognitive
4	1	Various 3D Softwares , File Types Using in 3D Animation	Lecture,Discussions	1	CO1	PSO1	Remembering, understanding	Factual,Conceptual, Procedural, Metacognitive
5	2	Screening Of Pixar Short animated Films	Lecture,Discussions	1	CO1	PSO1	Remembering, understanding	Factual,Conceptual, Procedural, Metacognitive
6	2	Screening Of Christmas Carol	Lecture,Discussions	1	CO1	PSO1	Remembering, understanding	Factual,Conceptual, Procedural, Metacognitive
7	2	Maya interface_ Panels	Lecture,Discussions	1	CO1	PSO1	Remembering, understanding	Factual,Conceptual, Procedural, Metacognitive
8	2	Orthogonal views	Lecture,Discussions	1	CO1	PSO1	Remembering, understanding	Factual,Conceptual, Procedural, Metacognitive
MODULE II								
CIA 1								
15	2	Basic navigation tools	Lecture, Discussions, practicals	1	CO2	PSO2,3, 4,5	Remembering, understanding, applying, analysing, evaluating,Creating	Factual,Conceptual, Procedural, Metacognitive
16	1	Move, scale, Rotation	Lecture, Discussions, practicals	1	CO2	PSO2,3, 4,5	Remembering, understanding, applying, analysing, evaluating,Creating	Factual,Conceptual, Procedural, Metacognitive
17	2	Introduction toPolygons	Lecture, Discussions, practicals	1	CO2	PSO2,3, 4,5	Remembering, understanding, applying, analysing, evaluating,Creating	Factual,Conceptual, Procedural, Metacognitive

18	3	polygon editing_ vertex, face, edge	Lecture, Discussions, practicals	1	CO2	PSO2,3,4,5	Remembering, understanding, applying, analysing, evaluating,Creating	Factual,Conceptual, Procedural, Metacognitive
19	2	Boolians	Lecture, Discussions, practicals	1	CO2	PSO2,3,4,5	Remembering, understanding, applying, analysing, evaluating,Creating	Factual,Conceptual, Procedural, Metacognitive
20	2	Extrude	Lecture, Discussions, practicals	1	CO2	PSO2,3,4,5	Remembering, understanding, applying, analysing, evaluating,Creating	Factual,Conceptual, Procedural, Metacognitive
21	2	Insert edgeloop tool , multy cut tool	Lecture, Discussions, practicals	1	CO2	PSO2,3,4,5	Remembering, understanding, applying, analysing, evaluating,Creating	Factual,Conceptual, Procedural, Metacognitive
22	2	merge tool , smooth	Lecture, Discussions, practicals	1	CO2	PSO2,3,4,5	Remembering, understanding, applying, analysing, evaluating,Creating	Factual,Conceptual, Procedural, Metacognitive
23	4	Kitchen modeling	Lecture, Discussions, practicals	1	CO2	PSO2,3,4,5	Remembering, understanding, applying, analysing, evaluating,Creating	Factual,Conceptual, Procedural, Metacognitive
24	4	Modeling own house	Lecture, Discussions, practicals	1	CO2	PSO2,3,4,5	Remembering, understanding, applying, analysing, evaluating,Creating	Factual,Conceptual, Procedural, Metacognitive
25	2	Modeling Guns , barrels , Swords other props	Lecture, Discussions, practicals	1	CO2	PSO2,3,4,5	Remembering, understanding, applying, analysing,	Factual,Conceptual, Procedural, Metacognitive

								evaluating,Creating
26	4	Bycycle	Lecture, Discussions, practicals	1	CO2	PSO2,3,4,5	Remembering, understanding, applying, analysing, evaluating,Creating	Factual,Conceptual, Procedural, Metacognitive
27	4	Blue Print Setting For Advanced Modeling	Lecture, Discussions, practicals	1	CO2	PSO2,3,4,5	Remembering, understanding, applying, analysing, evaluating,Creating	Factual,Conceptual, Procedural, Metacognitive
28	4	Modeling Lamborghini , Pickup Truck	Lecture, Discussions, practicals	1	CO2	PSO2,3,4,5	Remembering, understanding, applying, analysing, evaluating,Creating	Factual,Conceptual, Procedural, Metacognitive
	3	Introduction to Character Modeling _Alian	Lecture, Discussions, practicals					
	2	Alian Modeling	Lecture, Discussions, practicals					
	2	Alian Modeling	Lecture, Discussions, practicals					
	4	Realistic Human character modeling						
29	2	Realistic Human character modeling	Lecture, Discussions, practicals	1	CO2	PSO2,3,4,5	Remembering, understanding, applying, analysing, evaluating,Creating	Factual,Conceptual, Procedural, Metacognitive

ASSIGNMENTS/SEMINAR – Details & Guidelines

	Topic of Assignment & Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)	Couse Outcome
1	3d short film movie review	CO3
2	Prop designing sketches	CO1 & CO 2
3	seminar Presentation – History of 3D Graphics	CO1 & CO 2
4	Alian Character Model	CO4
5	House model	CO1 & CO5
6	Concept Vehicle model	CO1 & CO 2

References

1. Atodesk Maya Knowledge :)
2 Mastering In maya   :