

Academic Council - 29/12/2023

Executive Council - 21/12/2021



SWAMI VIVEKANAND
SUBHARTI
UNIVERSITY
UGC Approved Meerut



FOUR YEAR UNDERGRADUATE PROGRAMS AS PER

NEP-2020

BFA Animation

Bachelor of Fine Arts in Animation, Ordinance No. V-82 (B)

Faculty of Fine Arts

SWAMI VIVEKANAND SUBHARTI UNIVERSITY

Meerut

Effective from Session 2024-25



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Rahul Anurag
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Year-wise Structure UG Programs

BFA Animation- Syllabus

SEMESTER-I

SI No.	Name of the Course	Type of Course	Course Code	L-T-P	Credits	Marks
1.	Fundamental of Art & Animation	MJC-1	BFANI-101	4-0-0	4	100
2.	Print Media & Graphics	MIC-1	BFANI-111	0-0-8	4	100
3.	Digital Art	MDC-1	BFANI-112	0-0-8	4	100
4.	Ability Enhancement Course - (English Communication Skill)	AEC-1	AEC-1	2-1-0	2	100
5.	Storyboard Development	SEC-1	BFANI-113	0-0-6	3	100
6.	2D Design	VAC-1	BFANIVAC-1	0-0-6	3	100
						TotalCredits-20

SEMESTER-II

SI No.	Name of the Course	Type of Course	Course Code	L-T-P	Credits	Marks
1	History of Indian Art	MJC-2	BFANI-201	4-0-0	4	100
2	2D Animation	MIC-2	BFANI-211	0-0-8	4	100
3	Digital Illustration	MDC-2	BFANI-212	0-0-8	4	100
4	Ability Enhancement Course-2 (Environment Science)	AEC-2	AEC-2	2-1-0	2	100
5	Color Composition	SEC-2	BFANI-213	0-0-6	3	100
6	3D Design	VAC-2	BFANIVAC-2	0-0-6	3	100
						TotalCredits-20

Note: Exit option to students with U.G. Certificate: After completing I, II Semester earning full credits students will be awarded U.G. Certificate only if he or she take some Vocational Course of 4 Credits (during summer vacation). This course will not be included in SGPA and CGPA Calculations.



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SEMESTER-III

SI No.	Name of the Course	Type of Course	Course Code	L-T-P	Credits	Marks
1.	History of Western Art	MJC-2	BFANI-301	0-0-10	4	100
2.	Digital Audio & Video Editing	MJC-4	BFANI-311	0-0-8	4	100
3.	Visual Effects	MIC-3	BFANI-312	0-0-6	4	100
4.	Auto Cad	MDC-3	BFANI-313	0-0-6	3	100
5.	Ability Enhancement Course-3 (Course on Disaster Risk Management)	AEC-3	AEC-3	2-1-0	2	100
6.	Photography	SEC-3	BFANI-314	0-0-6	3	100
						TotalCredits-20

SEMESTER-IV

SI No.	Name of the Course	Type of Course	Course Code	L-T-P	Credits	Marks
1.	Aesthetics	MJC-5	BFANI-401	5-0-0	5	100
2.	3D Modeling - I	MJC-6	BFANI-411	0-0-10	5	100
3.	3D Texturing, Lighting & Rendering -I	MJC-7	BFANI-412	0-0-10	5	100
4.	Character Anatomy	MIC-3	BFANI-413	0-0-6	3	100
5.	Ability Enhancement Course-4(Course on NCC/NSS/NGO'S/SCOUT GUIDES/SPORTS)	AEC-4	AEC-4	2-1-0	2	100
						TotalCredits-20

Note: Exist option to students with U.G. Diploma: After completing I, II, III & IV Semester earning full credits, if a student want to exit the or she will be awarded U.G. Diploma only if he or she takes one Vocational Course of 4 credits (during summer vacation). This course will not be included in SGPA and CGPA Calculations.



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SEMESTER-V

SI No.	Name of the Course	Type of Course	Course Code	L-T-P	Credits	Marks
1.	3D Modeling - II	MJC-8	BFANI-511	0-0-10	5	100
2.	3D Texturing, Lighting & Rendering -II	MJC-9	BFANI-512	0-0-10	5	100
3.	3D Character Setup	MIC-5	BFANI-513	0-0-6	3	100
4.	Basic 3D Animation	MIC-6	BFANI-514	0-0-6	3	100
5.	Internship	INT-1	BFANI-515	2-1-0	4	100
						TotalCredits-20

SEMESTER-VI

SI No.	Name of the Course	Type of Course	Course Code	L-T-P	Credits	Marks
1.	Advanced Animation & 3D Particles	MJC-10	BFANI-611	0-0-8	4	100
2.	3D Dynamics & Simulation	MJC-11	BFANI-612	0-0-10	5	100
3.	Specialization - I (Graphics/ 2D Animation/ 3D Animation/ VFX)	MJC-12	BFANI-613	0-0-10	5	100
4.	Documentary	MIC-7	BFANI-614	0-0-6	3	100
5.	Portfolio Development	MIC-8	BFANI-615	0-0-6	3	100
						TotalCredits-20



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Note: Exist option: A student may be awarded 3year U.G.Degree in the Major & Minor discipline, provided he/she earns all credits of I, II, III, IV, V & VI Semester.

SEMESTER-VII

Sl No.	Name of the Course	Type of Course	Course Code	L-T-P	Credits	Marks
1.	History of Animation	MJC-13	BFANI-701	5-1-0	5	100
2.	Basics of Research Methodology	MJC-14	BFANI-702	5-1-0	5	100
3.	Specialization - II(Graphics/ 2D Animation/ 3D Animation/ VFX)	MJC-15	BFANI-711	0-0-12	6	100
4.	Project Report	MIC-9	BFANI-712	0-0-8	4	100
						TotalCredits-20

SEMESTER-VIII

Sl No.	Name of the Course	Type of Course	Course Code	L-T-P	Credits	Marks
1.	Academic Writing Techniques	MJC-16	BFANI-801	4-1-0	4	100
2.	Showreel	MIC-10	BFANI-811	0-0-8	4	100
3.	Research Project/ Dissertation	RP-I	BFANI-812	0-0-24	12	100
						TotalCredits-20



Programme/ Class: UG Certificate in Animation		Year: First	Semester: First
Course Code: BFANI-101		Subject/ Course Title: Fundamental of Art & Animation	
Course Out Come:			
1. Work with students to develop their individual drawing techniques. To understand role of forms in art. Use texture to develop depth and dimension. Students come to know about variation of brush stroke. 2. To make student clear that how we can enhance the power of color and their psychological impact. 3. For developing their design skills and visual communication abilities. Typography is the art and technique of arranging type to make written language legible, readable, and visually appealing. 4. Express students that how can we make intuitive and spontaneous art work. Balance in art contributes to the aesthetic potency of visual image. 5. Teach student that in art perspective is a system of representing the way that objects appear to get smaller and closer together the further away they are in the scene. 6. Proportions and layout play a crucial role in various design disciplines, including graphic design, architecture, interior design, and even photography.			
Credits: 04		Major (Theory)	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of Lecture-PPT-Demonstration-Written description (in hours per week) 04 hours			
Unit	Elements of Art	Topic	No. of Lectures
Unit-I	Dot & Line, Shape, Form, Space, Value and Texture.		04
Unit-II	Colour Introduction to RGB mode, hue, value, saturation, Colour Wheel, Colour harmony, Colour Schemes, Colour Blending (Additive model & Subtractive model) & Colour Psychology.		12
Unit-III	Typography Elements of typography- Essentials of Typography –Type style, Usage, Bit Mapped Fonts, Post Script fonts.		08
Unit-IV	Principles of Art Balance, Emphasis, Movement, Rhythm, Unity, Variety and		10



Dr. Rahul
 Principal
 Faculty of Arts & Fashion Design

Unit-V	Proportion.
Perspective Types of Perspective views – Linear perspectives vs. Aerial Perspective, Perspective terminology – horizon line/eye level, station point, picture plane, vanishing point – linear Perspective construction methods – one point perspective, two point perspective, three point perspective.	06
Unit-VI Proportions & Layout Kinds of proportion, Golden mean proportion, Linear proportion, Ariel proportion, Human figure proportion, Portrait proportion. Layout production Process- Page-makeup & Layout. Typeface design, copy fitting, special designs.	04
Unit-VII Introduction to Animation - History and evolution of animation - Different types of animation (2D, 3D, stop motion, etc.) - Understanding the foundational principles of animation (e.g., squash and stretch, anticipation, follow-through) - Applying the principles of timing and spacing in animation - Analyzing and deconstructing animations to identify principles in action - Pre-production: concept development and planning - Production: asset creation, rigging, and animation - Post-production: editing, sound design, and rendering - Project management and teamwork in animation production	04
Suggested Readings: 1. चित्रकलाकेमूलाधार(विविधपक्ष) - डॉ. जूहीशुक्ला 2. Fundamentals of visual Art - Dr. AnjuChoudhary. 3. An introduction to Art Techniques – The DK Art School. 4. Art Fundamentals (Theory and Practice) Twelfth Edition – Ocvirk, Stinson, Wigg, Bone, Cayton. 5. Basics of Design (Layout & Typography for Beginners) Second Edition – Lisa Graham	
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance	



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Programme/Class: Certificate in Animation		Year: First	Semester: First
Course Code: BFANI-111		Subject/ Course Title: Print Media & Graphics	
Course outcomes:			
The Student at the completion of the course will be able to:			
1. Navigate and use Corel Draw's interface effectively. 2. Create visually appealing layouts and designs for print media. 3. Understand and apply design principles, including color theory and typography. 4. Manipulate and edit vector graphics and illustrations. 5. Prepare print-ready files with the appropriate resolution and color modes. 6. Troubleshoot and resolve common design issues.			
Credits: 4		Minor	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-8			
Unit	Topics	No. of Classes	
I	Introduction to Corel DRAW • Installing Corel DRAW Graphics Suite • Basics of Corel DRAW • Vector Graphics and Bitmaps • Starting and Opening Drawings • Previewing Drawings • Viewing Modes • Saving and Closing Drawings • Corel DRAW Workspace • Creative Tools and Content • Touchscreen and Wheel Devices	06	



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II	Lines, Shapes, and Outlines • Lines, Outlines, and Washstrokes • Shapes and Shape Objects • Symmetrical Drawing	03
III	Working with Objects, Symbols, and Layers • Introduction to Objects • Linking and Embedding Objects • Layers and Symbols • Managing and Tracking Projects	04
IV	Colour, Fills, and Transparencies • Colour • Colour Models and Depth • Choosing Colours • Creating and Editing Colour Palettes • Uniform Fills and Fountain Fills • Vector and Bitmap Pattern Fills • Texture, PostScript, and Mesh Fills • Object Transparency • Managing Colours	08
V	Exploring Special Effects • Lenses • Adding 3D Effects • Mosaics	04
VI	Working with Text • Adding and Manipulating Text • Formatting Text • Managing Fonts • Writing Tools	04



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VII	Templates and Styles • Templates • Using and Finding Templates • Managing Templates • Creating and Editing Templates • Introducing Styles and Style Sets • Creating, Applying, and Editing Styles and Style Sets • Managing Default Object Properties • Importing and Exporting Style Sheets • Colour Styles • Creating and Applying Colour Styles • Editing and Viewing Colour Styles • Exporting and Importing Colour Styles	10
VIII	Pages and Layout • Pages and Layout Tools • Page Layout and Background • Adding and Deleting Pages • Rulers • Document Grid and Pixel Grid • Tables • Adding Tables • Selecting, Moving, and Navigating Table Components • Inserting and Deleting Table Rows and Columns • Formatting Tables and Cells • Converting Tables to Text	08
X	Introduction to Bitmaps • Working with Bitmaps • Converting Vector Graphics to Bitmaps • Importing and Cropping Bitmaps • Bitmap Dimensions and Resolution • Straightening Bitmaps • Image Adjustment Lab • Adjusting Colour and Tone Tone Curve Filter • Special Effects Categories • Bitmap Colour Modes • Introducing Trace • RAW Camera Files	10



Dr. Rahul

April 9

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Suggested Readings:

Corel DRAW X7: The Official Guide, 11th Edition Gary David Bouton

Corel Draw Training Guide Know the Tips, Techniques and Ideas for Creating Art Prof. SatishJain, M. Geetha

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.**Suggested Continuous Evaluation Methods:** Class Performance/ Practical Exam/ Assignment Submission/ Viva/Attendance**Course pre requisites:** The eligibility for this paper is 10+2 with any subject

Programme/Class: Certificate in Animation		Year: First	Semester: First
Course Code: BFANI-112		Subject/ Course Title: Digital Art	
Course outcomes:			
The Student at the completion of the course will be able to:			
1. Create digital art using Adobe Photoshop. 2. Understand and apply fundamental principles of composition, color theory, and visual storytelling. 3. Use various Photoshop tools and features for digital painting, photo manipulation, and graphic design. 4. Demonstrate proficiency in digital illustration, character design, and concept art. 5. Employ advanced techniques for digital art, including layer masking, blending modes, and filters. 6. Adapt to emerging trends and technologies in the field of digital art and design.			
Credits: 4		MDC	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-8			
Unit	Topics		No. of Practical Hour
I	Introduction: Variations in Photoshop Applications		02



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Getting Acquainted with Photoshop

- The Photoshop Environment
- Palettes and the Palette Well
- Creating Custom Workspaces
- Opening Images
- Using the File Browser
- Image Magnification
- Viewing Document Information
- Moving the Image
- Undoing Mistakes and The History Palette
- Displaying Drawing Guides
- Making Measurements
- Adding Annotations
- Setting Preferences

08

Basic Image Manipulation

- Bitmap Images
- Vector Images
- Image Size and Resolution Settings
- Scanning Images
- Creating New Images
- Placing Files

04

Creating Web Galleries and PDF Converts

- PDF Presentation
- Slide Show Presentation

02

Editing Raw Photos in Camera

- Colour options for background shades
- Photo lighting and Temperature

04

Color Basics

- Color Modes and Models
- Color Mode Conversion
- Previewing Color Differences Between Operating Systems
- Color Management
- Foreground and Background Colors
- Using the Color Picker
- Selecting Colors with the Color Palette
- Selecting Colors with the Eyedropper Tool
- Selecting Colors with the Swatches Palette

06

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VII	Painting Tools • Painting Tools • The Brush Tool • Blending Modes • The Pencil Tool • The Eraser Tool • The Magic Eraser Tool • The Background Eraser Tool • Using the Art History Brush • Using the History Brush	10
VIII	Work with layers • Examine and convert layers • Add and delete layers. • Add a selection from one image to another • Organize layers with layer sets and colors. • Use a layer mask with a selection. • Work with layer masks and layer content. • Control pixels to blend colors. • Eliminate a layer mask. • Use an adjustment layer. • Create a clipping mask	10
X	Demonstrate the ability to make selections • Make a selection using shapes • Modify a marquee. • Select using color and modify a selection. • Add a vignette effect to a selection	04
Suggested Readings: 1. Adobe Photoshop Classroom in a Book (2023 Release) by Conrad Chavez 2. The Digital Darkroom: The Definitive Guide to Photo Editing by James Abbott		
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		
Suggested Continuous Evaluation Methods:		
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance		
Course pre requisites: The eligibility for this paper is 10+2 with any Subject		
At the End of the whole syllabus any remarks/ suggestions:		



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Programme/Class: Certificate in Animation	Year: First	Semester: First
Course Code: AEC-1	Subject/ Course Title: English Communication Skill	
Course outcomes:		
The Student at the completion of the course will be able to:		
1. Projecting the first impression		
2. Use simple forms of polite expressions to establish basic social contact		
3. Interpret and control a narrow range of isolated words and phrases dealing with everyday topics		
4. Produce simple sentences using the correct word order and punctuation marks.		
5. Construct a short guided paragraph		
6. Learn pronunciation of the English sounds, to learn to read, write, and to know the fundamentals of English grammar and vocabulary		
7. Learn to skim an adapted text for main idea, to scan an adapted text for specific information, to interpret an adapted text for inferences		
8. Respond to input applying information to a specified task, to elicit, to select, to summarize information in essays		
9. Students learn to use general, social and professional language		

Credits: 2

Ability Enhancement Compulsory Course

Max. Marks: 100

Min. Passing marks: 33

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 2-1-0

Unit	Topics	No. of Lectures
I	Grammar	
	• Sentence and kinds	04
	• Review -Parts of Speech	
	• Tenses	
	• Determiners	
II	• Subject Verb Agreement	02
	Reading and Writing	
	• Reading Comprehension	
	• Application and letter writing	
	• Resume writing	
III	• Reporting Writing-Events etc	02
	Self-Introduction	
	• Introducing self	
	• Speaking about achievements	
IV	• Voicing future aspects	02
	Nonverbal Communication	
	• Body Language	
	• Paralanguage skills	



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V	Manners and Etiquettes • Personal grooming • Dress code • Professional etiquettes	04
VI	Public Speaking skills • Extempore • Role Play • Group Discussion	04
Suggested Readings: 1. An introduction to Professional English and Soft Skills by B. K. Das et al., Cambridge University Press 2. Technical Communication: Principles and Practice, Second Edition by Meenakshi Raman and Sangeeta Sharma, Oxford Publications. 3. Effective Technical Communication by M Ashraf Rizvi, The McGraw-Hill companies 4. Understanding Body Language by Alan Pease 5. Communicative Grammar of English by Geoffrey Leech and Ian Svartik 6. Better English Pronunciation by J.D.O'Connor.		
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		
Suggested Continuous Evaluation Methods:		
Class Performance/ Practical Exam/ Presentations/ Group Discussions		
At the End of the whole syllabus any remarks/ suggestions:		
The purpose of commencing English communication skills course is to develop in students fundamental communication skills being integral to personal, social and professional interactions. One of the significant associations among human beings is the ability to share thoughts, emotions and ideas through various means of communication: both verbal and nonverbal. One of the significant associations among human beings is the ability to share thoughts, emotions and ideas through various means of communication: both verbal and non-verbal in both formal and informal environs. The present course hopes to address most of these aspects through an interactive approach of teaching learning process; focusing on various dimensions of communication skills. The course also focuses on enhancing the ability to handle casual and formed situations in terms of personal and intellectual grooming.		



Dr. R. K. Das

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Dr. R. K. Das

Dr. R. K. Das

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Programme/Class: Certificate in Animation		Year: First	Semester: First
Course Code: BFANI-113		Subject/ Course Title: Story Board Development	
Course outcomes:			
The Student at the completion of the course will be able to:			
1. Develop well-structured and engaging scripts for different media formats.			
2. Understand the principles of storytelling, plot development, and character creation.			
3. Create professional storyboards that visually convey narrative elements and camera angles.			
4. Communicate ideas and narratives effectively through visual storytelling.			
Credits: 3		SEC	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-6			
Unit	Topics		No. of Classes
I	Introduction to Scriptwriting: • Introduction to Script writing • The language of cinema • Requirement for the script • Scenes & Shots		04
II	Introduction to Story board • Introduction to Thumbnails • The frame /Aspect ratio • Types of story boards • Scene and shots • Different types of camera angle • The language of storyboards • Overview of storyboarding and its role in the production process • Basics of visual storytelling and composition • Introduction to storyboard software and tools		08



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III	Three pillars of storyboard - Events, camera, sound. Storyboard language/conventions/iconography. stick figures, perspective boxes, camera arrows, multiple panels, transitions, dialogue, soundtrack concept & design development. - Model sheet, character expression sheet.	04
IV	Script Structure and Formatting - Understanding the three-act structure - Mastering screenplay formatting and terminology - Analyzing well-structured scripts from various genres	04
V	Character Development - In-depth exploration of character creation - Crafting complex and relatable characters - Developing character relationships and dynamics	04
VI	Creating Storyboards - Step-by-step guide to creating storyboards - Translating scripts into visual sequences - Storyboarding for action, dialogue, and special effects scenes	06
Suggested Readings: - Storyboard Design Course by Giuseppe Cristiano ---- Barron's - How to write for Animation – Jeffery Scott- The Overlook Press Woodstock and New York - The Art of layout and storyboarding – Mark T. Byrne		
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		
Suggested Continuous Evaluation Methods:		
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance		
Course pre requisites: The eligibility for this paper is 10+2 with any subject		
At the End of the whole syllabus any remarks/ suggestions:		









Programme/ Class: UG Certificate in Animation		Year: First	Semester: First
Course Code: BFANIVAC-1		Subject / Course Title: 2D Design	
Course Out Come:			
1. Block Letter Design can play a significant role in enhancing the overall presentation and readability of students' work. Using appropriate fonts, font sizes, and line spacing can make the text easier to read. 2. Creating polygon art can be a fun and creative way for students to explore geometry, design, and artistic expression. Students can deepen their understanding of geometric shapes, angles, and symmetry as they work with polygons to create their art. 3. Creating 2D portraits can be a rewarding and enriching experience for students, allowing them to explore their artistic abilities and express their creativity. Drawing a portrait requires keen observation of facial features, proportions, and expressions, which can enhance students' ability. 4. Engaging in 2D illustration projects can offer students a wide range of benefits, allowing them to explore their creativity, develop artistic skills, and express themselves visually. Engaging in 2D illustration projects can offer students a wide range of benefits, allowing them to explore their creativity, develop artistic skills, and express themselves visually.			
Credits: 3		Value Added Course	
Max. Marks: 100		Min. Passing Marks: 33	
Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-6			
Unit	Topic	No of Practical Hours (Total Hours - 84)	
Unit -I	Block Letter Design- Letter Design (2 Work)	32 Hours	
Unit -II	Polygon Art (1 Work)	08 Hours	
Unit - III	2D Portrait 2 Work)	32 Hours	
Unit - IV	2D Illustration (1 Work)	16 Hours	
Suggested Readings:			
1. Free Font Index 3 – The Pepin Press			
2. Calligraphy Technique- Mary Noble			
This course is Major Course as compulsory for the students			
Evaluation Method: Max. Marks 40			
Assessment Type : Assignments (20 Marks)			
Assessment Type : Class Test (10 Marks)			
Assessment Type : Attendance (10 Marks)			



Dr. Rahul

Dr. Anshu

Dr. Anshu

SEMESTER II

Programme/ Class: UG UG Programme/ Class		Year: First	Semester: Second
Course Code: BFANI-201	Subject/ Course Title: History of Indian Art		
Course Out Come:			
1. They know about the information about art of prehistoric age and characteristics of painting, sculpture architecture of Indus valley civilization.			
2. To know the art style of Shaishunaak & Nand period and about Jogimara cave paintings.			
3. They know about the characteristics Gandhara art and Ajanta cave paintings.			
4. Analyze the differences and similarities between Bagh, Badami, Sittanvasal, Ellora, Elephanta Cave paintings.			
5. They know about the characteristics of Chola art and Introduction of Company school of Painting.			
Credits: 4	Major		
Max. Marks: 100	Min. Passing marks: 33		
Total No. of Lecture- Tutorials-Practical (in hours per week) 3-1-0			
Unit	Topic	No. of Lectures	
1.	Prehistoric Age , Indus Valley Civilisation	6 Hours	
2.	Shaishunaak&Nand period, Jogimara caves	6 Hours	
3.	Gandhara Art, Ajanta Caves	6 Hours	
4.	Bagh, Badami, Sittanvasal, Ellora&Elephanta Caves	4 Hours	
5.	Chola Art, Pal School, Rajasthan School, Mughal School	13 Hours	
6.	Pahari School, Company School of Art.	14 Hours	
Suggested Readings:			
1. Outlines of Indian Arts (Architecture, Painting, Sculpture, Dance & Drama), R.N. Mishra			
2. अजंताकावैभव, अरुणप्रकाश, सूचनाएवंप्रसारणमंत्रालय, भारतसरकार			
3. Historical Development of Contemporary Indian Art 1880-1947, Lalit Kala Akademi, New Delhi			
4. Roots of Indian Art, S.P. Gupta			
5. Indian Art, ParthaMitter			
6. Indian Art and Culture Nitin Singhania			
7. The History of Indian Art, SandhyaKetkar			
Suggested Continuous Evaluation Methods:			
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance			



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 Dr. Akshay

Programme/Class: Certificate in Animation		Year: First	Semester: Second
Course Code: BFANI-211		Subject/ Course Title: 2D Animation	
Course outcomes: The Student at the completion of the course will be able to:			
1. Utilize Adobe Animate CC effectively for 2D digital animation. 2. Apply animation principles such as timing, spacing, and anticipation to create compelling motion. 3. Create animated characters, objects, and scenes suitable for different digital platforms. 4. Understand and use essential Animate CC tools and features for animation and interactivity. 5. Demonstrate proficiency in creating complex animation sequences and interactive elements. 6. Adapt to different animation styles and techniques.			
Credits: 4		Minor	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-8			
Unit	Topics	No. of Classes	
I	Introduction to animation • History of animation: Types of animation • Understanding and learning the Principles of animation through the view of different animation films	04	
II	Flip Book • Drawing a detail flip book with minimum 30 pages following the principles of animation	08	
III	2D Software Interface • Understanding the 2d software interface • Drawing tools, pen tools and other necessary tools to create any drawing in the frames.	04	
IV	Frame by frame animation • Creating frame by frame animation for a short animation (maximum 10 sec with simple drawing. • Creating simple frame by frame animation for a short animation (maximum 20 sec with color drawings and background.	04	
V	Tween • Creating simple animation with shape, classic & motion tweening. • Creating simple animation with shape and classic tween together	02	



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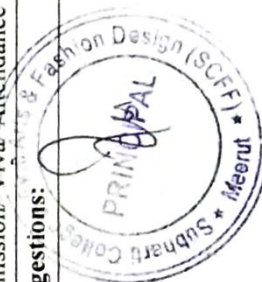
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Principals

VI	Ball animation • Drawing the ball with gradient color . • Creating key frames for the animation sequence • Creating stretch and squash for the ball animation • Creating timing and motion for the ball animation • Giving tween to the sequence of ball animation • Creating the shadow layer for the ball animation	06
VII	Character drawing and creating symbols • Drawing simple character with pen tool or shape tool • Preparing the character for animation: dividing each body parts into symbol • Creating symbols, types of symbols	04
VIII	Human walk cycle • Drawing the cycle sheet for a human walk cycle. • Creating the key frames for the walk cycle. • Giving the tween to the figure with normal walk cycle. • Creating four different types of walk cycle (jump, run, tip toe, crawl).	04
IX	Lip Synchronization • Knowing the alphabets and its movements • Creating the mouth shapes for each letters and movements of the lips. • Creating expression and emotion in character. • Synchronizing character mouth shape according to the dialogue.	04
X	Creating a short animation film • Drawing the detail storyboard for the animation film • Drawing the background in layers and symbols • Creating the characters in turn around • Creating the props • Creating the scenes with tween and animation • Completing the whole animation film with background music and dialogues	06
Suggested Readings: 1. Adobe Animate CC for Dummies by Theresa Cekovich and Wiley 2. Animate to Harmony: The Independent Animator's Guide to Toon Boom by Adam Phillips		
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance		



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Programme/Class: Certificate in Animation		Year: First	Semester: Second
Course Code: BFANI-213		Subject/ Course Title: Color Composition	
Course outcomes:			
The Student at the completion of the course will be able to:			
1. 1.Students will justify their use of color and composition during			
2. Students will create frescoes using proper terminology.			
3. The students will know about ajanta fresco, jaipur fresco to technique, handling and process.			
4. They know about different techniques of Mosaic.			
5. Students will know about Direct and Indirect technique.			
6. Development of a workable concept of what it means to dry colors.			
Credits: 3		SEC	
Max. Marks: 40+ 60		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-6			
Unit	Topics		No. of Classes
I	• Colour Knowledge:- Hue; Value Chrome, Tint, Shade and • Tone, Gray Scale, Chromatic value • Scale and color value scale.		32 Hours
II	• Textures:- Creative textures will be new experiment with media		20 Hours
III	• Painting -Still life from natural objects (vegetables and fruits):- To develop the proper view on proportion , balance and color composition		44 Hours
Suggested Readings:			
1. The Best Color Theory Books for Foundational Knowledge BY			
2. The Complete Color Harmony, Pantone Edition: Expert Color Information for Professional Results Flexibound – by LeatriceEiseman (Author)			
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.			
Suggested Continuous Evaluation Methods:			
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance			
At the End of the whole syllabus any remarks/ suggestions:			

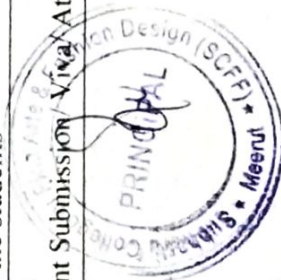


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Programme/ Class: UG Certificate in Animation		Year: First	Semester: First
Course Code: BFANIVAC-2		Course Title: 3D Design	
Course Out Come:			
1. Know about Fundamentals of 3D Design(Sculpture) like the elements of sculptural design(Mass & Space) and their relation to create 3D forms.			
2. Know about basics of 3D forms and all the core materials and their techniques to create forms.			
3. Practically know about clay and its preparation and process of creating forms through clay modeling.			
4. Practically know about relief sculpture(process, techniques, importance and uses).			
5. Practically know about pottery and create pots through clay(Red clay preparation, Coil and slab methods).			
6. Students practically know about to create pots on wheel(Clay preparation, center the clay on wheel, basic pots make and brief description about terracotta).			
Credits: 3		Value Added Course	
Max. Marks: 100		Min. Passing Marks: 33	
Total No. of Lecture- Tutorials-Practical (in hours per week- 8 hours) (96 Hours)			
Unit	Topic	No. of Practical Total- 96 Hours	
Unit - I	Basic Fundamentals of 3D Design	8 Hours	
Unit - II	• Introduction of 3D Design or sculpture, (forms, composition and importance) 3D Forms & Materials	8 Hours	
Unit -III	• Basic 3D forms process according to materials and its techniques. Clay Modelling	24 Hours	
Unit - IV	• Clay preparation, learn about creative forms like basic clay modeling Relief in clay	16 Hours	
Unit --V	• Create relief in clay using tools and learn embossing and depth in clay. Pottery	24 Hours	
Unit - VI	• Clay preparation for terracotta pottery, coil and slab method pottery, create tea cup/flower pot. Pottery Wheel	16 Hours	
Suggested Readings:			
1. Sculpting Techniques Bible -Claire Brown, Chartwell Books, Inc - 2006			
2. Pottery- the essential manual- Doug Wensle, The Crowood Press- 2002			
This course is Major Course as compulsory for the students			
Suggested Continuous Evaluation Methods:			
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance			

SEMESTER III

Diploma in Animation



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Programme/ Class: UG Diploma in Animation		Year: Second	Semester: Third
Course Code: BFANI-301		Subject/ Course Title: History of Western Art	
Course Outcome:			
1. Provide the information about the power of the church and the philosophy of that period (2 Century To 18 Century.) 2. Describe characteristics of painting, sculpture and architecture from Early Christian Art To Romanticism. 3. Explain the economical and political critical points in the history of Europe 4. explain how changes in the history of Europe affected Western Art 5. Explain how the art education was conducted in Renaissance. 6. Discuss the movements with the artists of each one by making correlations with other periods. 7. Analyze the differences and the similarities of these movements.			
Credits: 4		Minor (Theory)	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of Lecture-Tutorials-Practical- 4-0-0			
Unit	Topic	No. of Lectures	
Unit 1	• Early Christian Art	2 Hour	
Unit 2	• Byzantine Art	2 Hour	
Unit 3	• Romanesque Art	2 Hour	
Unit 4	• Gothic Art	2 Hour	
Unit 5	• Early Renaissance Giotto Masaccio Ghirlandaio Donatello Perugino	5 Hours	
Unit 6	• High Renaissance Leonardo Michael Angelo Raphael	12 Hours	
Unit 7	• Baroque Caravaggio Rembrandt Peter Paul Rubens	8 Hours	



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Unit 8	Rococo Jean Honore Fragonard Jean Antoine Watteau Francisco de Goya	6 Hours
Unit 9	Romanticism J.M.W. Turner John Constable	6 Hours
Suggested Readings: 1. Art Past Art Present By - David G. Wilkins & Bernard Schultz 2. The Art Of Italian Renaissance By - Rolf Toman 3. Accademia Gallery. The Official Guide Of The Works By - Augusta Tosone 4. Sacred Art By - Jenni Davis 5. The Story Of Art By- E.H.Gombrich 6. Romanesque By - Norbert Wolf 7. History Of Italian Art By - Claire Dorey		
This course is Major Course as compulsory for the students		
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance		
Suggested Equivalent online Course: • https://www.edx.org/learn/art/universidad-carlos-iii-de-madrid-european-paintings-from-leonardo-to-rembrandt-to-goya • History of Western Art and Civilization: Prehistory through the Middle Ages with Beth Harris and Steven Zucker of Smarthistory • https://smarthistory.org/what-is-art-history/ • https://smarthistory.org/christianity-an-introduction/ • https://www.mooc-list.com/course/early-christian-and-byzantine-art-saylororg • https://www.coursera.org/learn/age-of-cathedrals • https://www.mooc-list.com/tags/rococo • https://www.mooc-list.com/tags/baroque-art • https://www.udemy.com/course/high-renaissance-art-in-italy/ • https://www.mooc-list.com/tags/romanticism		
Further suggestion: None		



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Programme/Class: Diploma in Animation		Year: Sec-1d	Semester: I
Course Code: BFANI-311		Subject/ Course Title: Digital Audio & Video Editing	
Course outcomes: The Student at the completion of the course will be able to: -The objective of this course is to provide an introduction to Audio and Video editing using tools and techniques prevalent in the industry.			
Credits: 4		Major	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-8			
Unit	Topics	No. of Classes	
I	Introduction to Audio and its digital representation • Digitization • AV data from tape to computer hard disk • Understanding the playback deck, understanding signal processing of S-video, fire wire and composite video. • Editing Work Station management – disk space & speed requirement. • Broadband and streaming video technology. • Using Editing Software – editing basics and implementation of various techniques used in non-linear editing. • Mastering final edit line – audio levels, color correction, audio mixing, mixed and un-mixed versions, importing and applying compatible graphics files.	10 hrs	
II	Digital Audio recording, Editing and Reproduction • Basic art of filmmaking, using currently available digital software/hardware tools. • Overview of preproduction planning- program ideas, production models, Preproduction & Post-Production activities Writing the program proposal, preparing a budget, presenting the proposal. • Writing the script, Director's roles & procedures, Visualization & sequencing, Shooting, Aesthetics of Editing, Role of audio & effects, Mix and composite, source material into a finished fine edit product.	10 Hrs	
III	Concepts of Compositing • Projects • Composition basics • Recomposing, nesting, and pre-rendering	5 Hrs	



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IV	Animation and keyframes • Animation basics • Setting, selecting, and deleting keyframes • Editing, moving, and copying keyframes • Assorted animation tools • Keyframe interpolation • Speed • Time-stretching and time-remapping • Animating with Puppet tools • Tracking and stabilizing motion • Drawing, painting, and paths • Paint tools: Brush, Clone Stamp, and Eraser • Overview of shape layers, paths, and vector graphics • Creating shapes and masks • Managing and animating shape paths and masks • Shape attributes, paint operations, and path operations for shape layers	10 Hrs
V	Video Editing – • Media Management • Working in the audio • Effects & Transition • Animation • Titles	5 Hrs
Suggested Readings: 1. Digital Audio Editing: Correcting and Enhancing Audio in Pro Tools, Logic Pro, Cubase, and Studio One Paperback – Illustrated, 14 November 2013 by Simon Langford. 2. Digital Audio Editing Fundamentals Paperback – Import, 16 December 2015 by Wallace Jackson		
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance		
At the End of the whole syllabus any remarks/ suggestions:		



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Programme/Class: Diploma in Animation		Year: Second	Semester: Third
Course Code: BFANI-312		Subject/ Course Title: Visual Effects	
Course outcomes:			
The Student at the completion of the course will be able to:			
1. Gain good understanding about compositing process.			
2. Identify major applications of compositing techniques used in industry.			
3. Develop a visual effects pipeline.			
4. Demonstrate an in-depth knowledge of grading and VFX principles, practice and system Capabilities.			
5. Create customized tools through software or scripting to allow for more creative Application of visual effects techniques.			
Credits: 4		Minor	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-8			
Unit	Topics	No. of Classes	
I	Animation and Titling - To understand interface of the layer based software and the basic key framing. - Basic motion graphic elements - Animation (every student will create their own animation using transformation tools and apply key frames for 150 frames) - Title Animation (Student will create titling using given footage by faculty) - Titling (own titling just using texts)	04	
II	Color Correction, Color grading & Tint - To understand color correction options and methods. - Color Correction (using given footage by faculty). - Night Conversion (using given footage by faculty). - Night Conversion (using given footage by faculty). - Night Conversion (student will shoot his/her own footage and use it for day to night conversion)	08	
III	Basic Compositing - Compositing tools and properties. - Compositing (using given object by faculty) normal with animation. - Compositing (using given object by faculty) Green Screen. - Compositing (own footage) normal with animation. - Compositing (own footage) green screen.	06	



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IV	Rotoscopy - Tools and techniques of doing a Rotoscopy. - Rotoscopy (using given footage by faculty) - Rotoscopy (using given footage by faculty) - Doing rotoscoping in own footage 150 frames	06
V	Retouch /Paint - To understand the paint tools - Retouch (using given object by faculty) - Wire removal (using given object by faculty) - Doing retouch in own footage 150 frames.	02
VI	Tracking - To understand the tracking tools. - Tracking (using given object by faculty) - Match move (using given object by faculty) - Stabilization and camera shake (using given object by faculty) - Matchmove with own footage 250-300 frames	06
VII	3D Compositing - To understand 3d compositing techniques. - Compositing (using given object by faculty) Green Screen. - Compositing (using given object by faculty) - Compositing (own footage) normal with animation - Compositing (own footage) green screen.	08
VIII	Particle Effects - To understand the Effects and particles - Effects (using given object by faculty) normal with Animation - Particle Compositing (using given object by faculty) Green Screen. - Compositing (own footage) green screen using effects.	06

Suggested Readings:
1. Mark Christiansen, "Adobe® After Effects® CC Visual Effects and Compositing Studio Techniques" 1st Edition, Peachpit Pearson Education, 2014.
2. Jon Gress, "Visual Effects and Compositing" 1st Edition, Published by New Riders, 2015
3. Adobe After Effects Classroom in a Book-2023, by Lisa Fridsma (Author)

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.

Suggested Continuous Evaluation Methods:
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance



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Programme/Class: Diploma in Animation		Year: Second	Semester: Third
Course Code: BFANI-313		Subject/ Course Title: AutoCAD	
Course outcomes:			
The student at the completion of the course will be able to: - Identify the process of visualizing in depth and detail in AutoCAD and related software's. - Develop an understanding of AutoCAD as a vital tool that aids the designer in visualizing, detailing, costing and presenting interior design projects. - Demonstrate an understanding of the symbiosis of conceptual and technical skills required by a designer, to cope with industry changes, and the impact of new technologies. - Understand the role of AutoCAD in the ongoing evolution of the practice of Interior design.			
Credits: 3		MDC	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-6			
Unit	Topics		No. of Classes
1	Introduction of CADD & its importance in designing - Function keys, Shortcut keys - Different sizes of paper - CADD Application & its features - Use of drawing elementary CADD commands – Line, Polyline, Polygon, Circle, Arc, Ellipse, Text etc. - Use of modifying Elementary Commands – Erase, Move, Copy, Mirror, Offset, Scale, Stretch, Chamfer, fillet & explode. - Making layers, line type & Line weight. - Different menus of Auto-Cad, Function keys, Shortcut keys, Paper size.		0-0-25=25
2	Drafting Techniques - Practice on Drawing basics - Geometrical Drawing Practice - Making plan and projection - Drafting of building plan, Elevation, Section Views.		0-0-20=20
Suggested Readings:			
Sr. No.	Book	Author	Publication
1.	Principles Of Computer Programming	V. Rajaraman,	Prentice Hall of India
2.	Auto CAD Reference Manual		Autodesk UNC
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Interior Design.			
Suggested Continuous Evaluation Methods:			
Class Performance/Practical Exam/Submission/Viva/Attendance			
Course pre requisites: The eligibility for this paper is 10+2 with any subject			
At the End of the whole syllabus any remarks/ suggestions. Students will be able to illustrate advance Interior design & detail drawings with the help of AutoCAD software.			



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Programme/Class: Diploma in Animation		Year: Second	Semester: Third
Course Code: BFANI-313		Subject/ Course Title: AutoCAD	
Course outcomes: The student at the completion of the course will be able to:			
• Demonstrate proficiency in using both manual and automatic camera settings. • Apply the principles of composition to create visually engaging photographs. • Understand the different types of lenses and their effects on an image. • Develop critical skills in post-processing using editing software (e.g., Adobe Lightroom, Photoshop). • Explore various genres of photography (portrait, landscape, still life, documentary, etc.) and create a diverse portfolio.			
Credits: 3		MDC	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-6			
Unit	Topics		No. of Classes
1	Introduction to Photography • Overview of photography history and its cultural significance. • Introduction to camera equipment (DSLR, mirrorless, and film cameras). • Understanding the basic camera controls: ISO, shutter speed, aperture.		02
2	Exposure and Light • The Exposure Triangle: aperture, shutter speed, and ISO. • Natural and artificial light sources. • Practical exercises in managing exposure.		04
3	Composition Techniques • Rule of thirds, framing, symmetry, and leading lines. • How to create dynamic and aesthetically pleasing compositions. • Visual storytelling through photography.		02
4	Lens and Perspective • Understanding different types of lenses (wide-angle, standard, telephoto). • Depth of field and focal lengths. • Hands-on exercise: Working with different lenses.		02
5	Black & White Photography • The art and techniques of shooting in black and white. • Creating contrast, texture, and mood in monochrome photography. • Assignment: Create a black-and-white portrait or landscape.		04
6	Portrait Photography • Techniques for capturing compelling portraits. • Posing, lighting, and working with subjects.		04



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	• Studio vs. natural light setups.	
7	Landscape Photography • Understanding environmental factors: light, weather, time of day. • Composition techniques for landscape photography. • Field trip to capture landscapes or nature scenes.	04
8	Still Life Photography • Principles of lighting, composition, and styling for still life. • How to create mood through objects and lighting. • Assignment: Capture a still life scene.	04
9	Post-Processing and Editing • Introduction to photo editing software (Adobe Lightroom, Photoshop). • Basic image correction: exposure, white balance, cropping, and straightening. • Enhancing color, contrast, and sharpness.	04
10	Creative Photography Techniques and Documentary Photography • Long exposure, motion blur, light painting. • Experimenting with abstract and conceptual photography. • Developing personal style and creative projects. • Approaching candid and spontaneous photography. • Ethics and legal issues in documentary photography. • Creating narratives through street photography.	08
Suggested Readings: 1. "Understanding Exposure" by Bryan Peterson A comprehensive guide to mastering exposure and camera settings, ideal for beginners. 2. "The Photographer's Eye: Composition and Design for Better Digital Photos" by Michael Freeman Explores how to compose visually compelling images and develop a personal style. 3. "The Digital Photography Book" by Scott Kelby A practical, step-by-step guide to improving your photography skills with clear instructions.		
Suggested Continuous Evaluation Methods: Class Performance/Practical Exam/Submission/Viva/Attendance		



Date: Feb 12
 By: Amir Khan
 Page: 1

Programme/Class: UG Diploma in Fine Arts		Year: Second	Semester: Fourth
Course Code: BFANI-401		Subject/ Course Title: Aesthetics	
Course Out Come : (Aesthetics)			
Co: 1 They know about the Indian arts and their Aesthetic values.			
Co: 2 They know about the Six limbs of Indian Art and their Aesthetic values.			
Co: 3 They know about the Rasa in Indian arts Dhvani Siddhant Philosopher and Rasa Niahpathi and their Aesthetic values.			
Co: 4 They know about the concept of sub-conscious and German Philosopher.			
Co: 5 They know about the varied concepts of the philosopher on beauty and its relationship to ideas about art.			
Credits: 5		Major(Theory)	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of Lecture- Tutorials-Practical (in hours per week) 5-0- 0			
Unit	Topic		No. of Lectures
I	Nature of beauty: Plato, Aristotle, Kant , Hegel, Schopenhauer, Nietzsche		05 Hours.
II	Imitation play and Intuition: Croce		10 Hours.
III	Role of sub-conscious in artistic creation: Sigmund freud		08 Hours.
IV	An introduction to Indian Aesthetics and its brief historical background		10 Hours.
V	Details studies related to Rasa Niahpathi, Sadanga- The Six limbs of Indian Art.		5 Hours.
VI	Fundamentals of Indian Art based on Hindu Silpa texts Such as Vishnudharmotar- Puraṇ, Samaranaṇa, Sutracharāṇa, Sukranitisara and Silparatham.		10 Hours.
Suggested Readings:			
1. Art Beauty & Creativity: Indian & Western Aesthetic- Shyamla Gupta			
2. Comparative Aesthrtic Vol. I- Prof. Dr. Kanti Chandra Pandey			
3. Foundation of Indian Aesthetics- Vidyanivas			
4. Aesthetic- PrakeshVireshwer, Nupur Sharma			
Suggested Continuous Evaluation Methods:			
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance			
Suggested Equivalent online Course: https://www.britannica.com/topic/aesthetics			



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Programme/Class: Diploma in Animation		Year: Second	Semester: Fourth
Course Code: BFANI-411		Subject/ Course Title: 3D Modeling - I	
Course outcomes:			
By the end of the course, students will be able to:			
1. Demonstrate a solid understanding of the principles and techniques of 3D modeling.			
2. Create 3D models using Autodesk 3DS Max.			
3. Utilize industry-standard tools and workflows for efficient and accurate modeling.			
4. Understand the principles and concepts of 3D modeling for architectural and interior/exterior design.			
Credits: 5		Major	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-10			
Unit	Topics		No. of Classes + Practical
I	Introduction to 3DS Max and Interface • Overview of 3DS Max software and its applications • Familiarization with the user interface and navigation controls • Customizing the workspace for efficient modeling		02 + 04
II	Basic Modeling Techniques • Creating and manipulating basic geometric primitives • Using transformation tools (move, rotate, scale) to modify objects • Understanding coordinate systems and pivot points		02 + 04
III	Polygon Modeling • Introduction to polygonal modeling techniques • Extrusion, beveling, and chamfering • Working with edge loops and smoothing groups		04 + 08
IV	Advanced Polygon Modeling • Subdivision surface modeling • Sculpting and detailing techniques • Using modifiers for non-destructive modeling		04 + 08



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V	Introduction to Architectural and Interior/Exterior Modeling • Overview of architectural and interior/exterior modeling in 3D • Principles of architectural design and spatial planning • Understanding blueprints, floor plans, and elevations	04 + 08
VI	Advanced Modeling Techniques • Creating complex architectural structures (stairs, railings, etc.) • Modeling interior elements (furniture, fixtures, etc.) • Detail modeling for interior/exterior objects and features	04 + 08
VII	Interior Modeling and Detailing • Modeling interior spaces (rooms, hallways, etc.) • Placing furniture and interior fixtures • Adding basic interior details and decorations	08 + 16
VIII	Exterior Modeling and Landscape • Modeling exterior environments (buildings, landscapes, etc.) • Creating exterior architectural elements (roofs, facades, etc.) • Adding basic exterior details and natural elements	08 + 16
Suggested Readings: 1. Autodesk 3DS Max Fundamentals by ASCENT 2. 3DS Max Speed Modeling for 3D Artists by Thomas Mooney		
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance		
At the End of the whole syllabus any remarks/ suggestions: Students will learn industry-standard modeling workflows and gain practical experience in using the software to produce high-quality 3D assets. The course aims to equip students with the knowledge and technical proficiency required to create accurate and detailed 3D models of architectural spaces, interiors, and exteriors.		



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Programme/Class: Diploma in Animation		Year: Second	Semester: Fourth
Course Code: BFANI-412		Subject/ Course Title: 3D Texturing, Lighting and Rendering - I	
Course outcomes: By the end of the course, students will be able to: 1. Understand the principles of 3D lighting, texturing, and rendering. 2. Create and manipulate lighting setups to achieve specific moods and aesthetics. 3. Apply appropriate texturing techniques to enhance the realism and visual appeal of 3D models. 4. Utilize material creation tools and shaders in 3DS Max effectively. 5. Configure rendering settings for optimal output quality and efficiency. 6. Set up rendering parameters and settings for high-quality output.			
Credits: 5		Major	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-10			
Unit	Topics	No. of Classes + Practical	
I	Introduction to 3D Lighting, Texturing, and Rendering • Overview of the importance and impact of lighting, texturing, and rendering in 3D projects • Understanding the principles of light and color in a 3D environment	02 + 02	
II	UV Mapping and Texturing • UV mapping and its types • Applying textures and materials to models • Texture mapping techniques (procedural, image-based)	04 + 06	



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III	Material Creation and Texturing • Overview of material creation and shader networks in 3DS Max • Applying textures and procedural maps to 3D models • Creating realistic surface properties (diffuse, specular, glossiness)	04 + 08
IV	Advanced Material Techniques • Specialized materials (glass, metal, fabric, skin) • Using material maps for complex surface effects (bump, displacement, normal) • Texture mapping techniques (UVW mapping, unwrap UVW)	04 + 08
V	Introduction to Lighting, Texturing, and Rendering for Architecture • Overview of lighting, texturing, and rendering techniques in architectural visualization • Principles of light and shadow in architectural and interior/exterior scenes • Understanding the role of materials and textures in architectural visualization	04 + 08
VI	Types of Lights and Light Properties • Introduction to different types of lights (point, spot, area, etc.) • Manipulating light properties (intensity, color, attenuation, etc.) • Simulating natural lighting (sunlight, sky, etc.) • Light placement and control for architectural and interior/exterior scenes	05 + 10
VII	Shadows and Reflections • Techniques for creating and controlling shadows in 3DS Max • Shadow types (hard shadows, soft shadows, area shadows) • Managing reflections and specular highlights	03 + 06



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VIII	Global Illumination and Indirect Lighting	• Introduction to global illumination techniques (radiosity, photon mapping, etc.) • Simulating indirect lighting effects (ambient occlusion, global illumination, etc.) • Enhancing realism with bounce lighting and light interaction • Using image-based lighting for realistic illumination • Environment maps and HDRI (High Dynamic Range Imaging)	02 + 04
IX	Rendering Parameters and Settings	• Understanding rendering parameters and settings in Autodesk 3ds Max • Adjusting rendering resolution, image format, and aspect ratio • Rendering options for architectural visualization (still images, animations, etc.) • Optimization techniques for faster rendering times	02 + 06
X	Portfolio Development	• Creating a portfolio of visually compelling 3D scenes • Presentation and documentation of lighting, texturing, and rendering work • Peer feedback and self-assessment	02 + 12
Suggested Readings: 1. 3ds Max Design Architectural Visualization: For Intermediate Users by Brian L. Smith 2. Architectural Rendering with 3ds Max and V-Ray: Photorealistic Visualization by Markus Kuhlo and Enrico Eggert			
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.			
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance			
At the End of the whole syllabus any remarks/ suggestions: The objective of this course is to provide students with practical skills in lighting, texturing, and rendering techniques using Autodesk 3ds Max. The course aims to equip students with the skills necessary to create realistic and visually compelling 3D scenes and environments. Students will learn industry-standard practices for lighting, material creation, and rendering to enhance the visual quality of their 3D projects.			



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Programme/Class: Diploma in Animation		Year: Second	Semester: Fourth
Course Code: BFANI-413		Subject/ Course Title: Character Anatomy	
Course outcomes: By the end of the course, students will be able to: 1. Understand the fundamentals of human anatomy and its application in character design. 2. Analyze and accurately depict anatomical proportions and structures in character drawings. 3. Apply principles of composition, layout, and storytelling in comic design. 4. Demonstrate proficiency in creating dynamic and expressive character poses and gestures. 5. Apply effective use of line, form, and shading techniques in comic art. 6. Develop storytelling skills through sequential art and panel arrangement.			
Credits: 3		Minor	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-6			
Unit	Topics	No. of Class + Practical	
I	Introduction to Character Anatomy • Importance of character anatomy in animation and comic design • Basic principles of human anatomy for artists • Proportions and structures of the human figure • Gesture drawing and capturing dynamic poses	03 + 04	
II	Facial Anatomy and Expressions • Anatomy of the human face and its features • Facial expressions and emotion depiction in character art • Study of facial proportions and features • Capturing likeness and personality in character design	03 + 05	
III	Character Design and Development • Principles of character design and visual storytelling • Creating unique and memorable characters • Designing characters with distinct silhouettes and visual appeal • Incorporating anatomy and proportions into character design	04 + 08	

Ques. Rahul
 Answer
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IV	Comic Layout and Storytelling - Principles of visual storytelling and sequential art - Understanding the narrative structure of comics - Layout design and panel composition techniques - Sequential storytelling and pacing	02 + 04
V	Inking and Line Work in Comic Art - Techniques for creating clean and expressive line work - Line weight variation and emphasis in comic illustrations - Inking tools and methods (traditional and digital)	03 + 06
VI	Coloring and Shading in Comic Art - Principles of color theory and its application in comics - Digital and traditional coloring techniques - Adding depth and dimension through shading and lighting	04 + 08
VII	Sequential Narrative and Storyboarding - Introduction to storyboarding for comics and animation - Developing storytelling skills through panel arrangement - Conveying action, emotion, and time through sequential art	04 + 08
VIII	Comic Design Project Project involving the creation of a comic strip or sequential narrative	01 + 12
Suggested Readings: - Fundamentals of Character Design: How to Create Engaging Characters for Illustration, Animation & Visual Development by Publishing 3dtotal - Beginner's Guide to Sketching: Characters, Creatures and Concepts: Characters, Creatures & Concepts by Publishing 3dtotal		
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance		
At the End of the whole syllabus any remarks/ suggestions: Students will learn industry-standard modeling workflows and gain practical experience in using the software to produce high-quality 3D assets. The course aims to equip students with the knowledge and technical proficiency required to create accurate and detailed 3D models of architectural spaces, interiors, and exteriors.		

SEMESTER V



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 10/10/2024

Programme/Class: Bachelor's in Animation		Year Third	Semester Fifth
Course Code: BFANI-511		Subject/ Course Title: 3D Modeling - II	
Course outcomes:			
By the end of the course, students will be able to:			
1. Understand the fundamental concepts and principles of 3D modeling.			
2. Apply industry-standard techniques to create 3D models using Autodesk Maya.			
3. Demonstrate proficiency in modeling various types of objects, characters, and environments.			
4. Use appropriate tools and workflows to create clean and efficient geometry.			
5. Apply texture mapping techniques to enhance the realism of 3D models.			
6. Analyze and evaluate different modeling techniques for specific animation requirements.			
Credits: 5		Major	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-10			
Unit	Topics	No. of Lectures + Practical	
I	Introduction to 3D Modeling • Overview of 3D modeling in animation • Different types of 3D models (characters, objects, environments) • Principles of 3D geometry and topology	02 + 04	
II	Polygonal Modeling • Introduction to polygonal modeling • Creating and manipulating basic polygonal shapes • Edge and vertex modeling techniques • Extrusion, beveling, and other polygonal modeling tools	02 + 04	
III	NURBS Modeling • Introduction to NURBS (Non-Uniform Rational B-Spline) modeling • Creating and manipulating NURBS curves and surfaces • Lofting, extruding, and revolve modeling techniques • Converting between NURBS and polygonal models	04 + 08	



Date: Rahul 10
 By: Atul Aushika
 Total: 10

IV	Subdivision Surface Modeling • Introduction to subdivision surface modeling • Creating and manipulating subdivision surfaces • Adding detail and refining models using subdivision surfaces • Advantages and limitations of subdivision surface modeling	04 + 08
V	Organic Modeling • Modeling realistic human and creature characters • Anatomy and proportion considerations in character modeling • Retopology for efficient and animation-friendly models	04 + 08
VI	Hard Surface Modeling • Modeling mechanical objects and props • Precision modeling techniques for hard surface objects • Booleans, edge loops, and chamfering for clean geometry • UV unwrapping and texture mapping for hard surface models	04 + 08
VII	Environmental Modeling • Modeling detailed environments and landscapes • Terrain generation and modeling natural elements • Creating architectural elements and structures • Optimizing geometry for real-time rendering and animation	08 + 16
VIII	3D Modeling Project • Collaborative project involving the application of 3D modeling techniques to create a detailed 3D model for animation	08 + 16

Suggested Readings:

1. Digital Modeling by William Vaughan
2. Autodesk MAYA: A Comprehensive Guide by Prof. Sham Tickoo

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.

Suggested Continuous Evaluation Methods:

Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance

At the End of the whole syllabus any remarks/ suggestions: Students will learn industry-standard modeling workflows and gain practical experience in using the software to produce high-quality 3D assets. The course aims to equip students with the knowledge and technical proficiency required to create accurate and detailed 3D models of architectural spaces, interiors, and exteriors.



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IV	Subdivision Surface Modeling • Introduction to subdivision surface modeling • Creating and manipulating subdivision surfaces • Adding detail and refining models using subdivision surfaces • Advantages and limitations of subdivision surface modeling	04 + 08
V	Organic Modeling • Modeling realistic human and creature characters • Anatomy and proportion considerations in character modeling • Retopology for efficient and animation-friendly models	04 + 08
VI	Hard Surface Modeling • Modeling mechanical objects and props • Precision modeling techniques for hard surface objects • Booleans, edge loops, and chamfering for clean geometry • UV unwrapping and texture mapping for hard surface models	04 + 08
VII	Environmental Modeling • Modeling detailed environments and landscapes • Terrain generation and modeling natural elements • Creating architectural elements and structures • Optimizing geometry for real-time rendering and animation	08 + 16
VIII	3D Modeling Project • Collaborative project involving the application of 3D modeling techniques to create a detailed 3D model for animation	08 + 16
Suggested Readings: 1. Digital Modeling by William Vaughan 2. Autodesk MAYA: A Comprehensive Guide by Prof. Sham Tickoo		
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance		
At the End of the whole syllabus any remarks/ suggestions: Students will learn industry-standard modeling workflows and gain practical experience in using the software to produce high-quality 3D assets. The course aims to equip students with the knowledge and technical proficiency required to create accurate and detailed 3D models of architectural spaces, interiors, and exteriors.		



Date: 21/08/2024
 By: Rahul P. D.
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Programme/Class: Bachelor's in Animation		Year: 1 st	Semester: Fifth
Course Code: BFANI-512		Subject/ Course Title: 3D Texturing, Lighting and Rendering- II	
Course outcomes:			
By the end of the course, students will be able to:			
1. Understand the fundamental concepts and principles of lighting, texturing, and rendering in 3D animation.			
2. Apply lighting techniques to create realistic and visually appealing 3D scenes.			
3. Demonstrate proficiency in creating and applying textures to 3D models.			
4. Use shading and material properties to achieve desired visual effects.			
5. Set up and optimize rendering settings for high-quality output.			
6. Analyze and evaluate lighting and rendering techniques for different types of scenes.			
Credits: 5		Major	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-10			
Unit	Topics	No. of Classes + Practical	
I	Introduction to 3D Lighting, Texturing, and Rendering • Overview of lighting, texturing, and rendering in 3D animation • Importance of lighting and texturing in creating realistic scenes • Rendering engines and software (with a focus on Autodesk Maya)	02 + 04	
II	Lighting Techniques • Principles of light and shadow in 3D scenes • Types of lights and their properties • Global illumination techniques (e.g., ambient occlusion, global illumination) • Light placement and control for different types of scenes	02 + 04	
III	Texturing Fundamentals • Introduction to texture mapping and UV unwrapping • Texture types and properties (color, bump, displacement, etc.) • Procedural texturing techniques • Texture painting and digital painting techniques	04 + 08	



Date: 24/01/2024
 By: Rahul P
 Signature: [Signature]
 Name: Rahul P

IV	Advanced Texturing - Material properties and shaders - PBR (physically based rendering) materials - Creating realistic surfaces (e.g., metal, glass, skin) - Texture projection and mapping techniques	05 + 10
V	Shading and Material Networks - Shader networks and node-based editing - Advanced material creation using Maya's Hyper shade - Incorporating textures into shading networks - Shader layering and blending techniques	03 + 06
VI	Rendering Settings and Optimization - Rendering settings and options in Maya - Image resolution and aspect ratio considerations - Render passes and layers for post-production - Optimization techniques for faster rendering times	04 + 08
VII	Lighting and Rendering for Different Environments - Outdoor lighting and natural environments - Indoor lighting and architectural scenes - Lighting for character animation - Rendering techniques for stylized and non-photorealistic effects	04 + 10
VIII	Lighting, Texturing, and Rendering Project A project involving the application of lighting, texturing, and rendering techniques to create a visually compelling 3D animation scene	02 + 12
Suggested Readings: - The art of Maya : an introduction to 3D computer graphics by Tim H. Brown - Immersive 3D Design Visualization: With Autodesk Maya and Unreal Engine 4 by Abhishek Kumar		
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		
Suggested Continuous Evaluation Methods:		
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance		
At the End of the whole syllabus any remarks/ suggestions: The objective of the course "3D Lighting, Texturing, and Rendering in Maya" is to provide students with a comprehensive understanding of the principles, techniques, and tools used in creating realistic lighting, texturing, and rendering in 3D animation. The course aims to equip students with the knowledge and skills necessary to effectively light and texture 3D scenes and produce high-quality renderings.		



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IV	Advanced Texturing • Material properties and shaders • PBR (physically based rendering) materials • Creating realistic surfaces (e.g., metal, glass, skin) • Texture projection and mapping techniques	05 + 10
V	Shading and Material Networks • Shader networks and node-based editing • Advanced material creation using Maya's Hyper shade • Incorporating textures into shading networks • Shader layering and blending techniques	03 + 06
VI	Rendering Settings and Optimization • Rendering settings and options in Maya • Image resolution and aspect ratio considerations • Render passes and layers for post-production • Optimization techniques for faster rendering times	04 + 08
VII	Lighting and Rendering for Different Environments • Outdoor lighting and natural environments • Indoor lighting and architectural scenes • Lighting for character animation • Rendering techniques for stylized and non-photorealistic effects	04 + 10
VIII	Lighting, Texturing, and Rendering Project • A project involving the application of lighting, texturing, and rendering techniques to create a visually compelling 3D animation scene	02 + 12
Suggested Readings: 1. The art of Maya : an introduction to 3D computer graphics by Tim H. Brown 2. Immersive 3D Design Visualization: With Autodesk Maya and Unreal Engine 4 by Abhishek Kumar		
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance		
At the End of the whole syllabus any remarks/ suggestions: The objective of the course "3D Lighting, Texturing, and Rendering in Maya" is to provide students with a comprehensive understanding of the principles, techniques, and tools used in creating realistic lighting, texturing, and rendering in 3D animation. The course aims to equip students with the knowledge and skills necessary to effectively light and texture 3D scenes and produce high-quality renderings.		



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 Latika Atul & Anshu

Programme/Class: Bachelor's in Animation		Year: Third	Semester: Fifth
Course Code: BFANI-513		Subject/ Course Title: 3D Character Setup	
Course outcomes: By the end of the course, students will be able to: 1. Understand the concepts and principles of rigging in character animation. 2. Create and modify character rigs using industry-standard software. 3. Apply basic animation principles to bring characters to life. 4. Skinning process and how it is used			
Credits: 3		Minor	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-6			
Unit	Topics	No. of Classes + Practical	
I	Introduction to Rigging - Importance of rigging in character animation - Anatomy and joint systems for character rigs - Principles of rigging for deformation and control	02 + 04	
II	Rigging Techniques - Creating and modifying skeletal rigs - Skinning and weight painting for character deformation - Rigging controls and hierarchy setup - Constraints and expressions for rig control	02 + 04	
III	Facial Rigging - Facial anatomy for rigging - Creating facial control systems - Blendshapes and facial expressions - Lip-syncing and phoneme animation	04 + 08	
IV	Rigging for Biped Characters - Rigging biped characters - Custom rigging solutions for unique character designs	05 + 10	
V	Rigging Submissions: Projects involving the creation of a rigged character	02 + 10	
Suggested Readings: 1. 3D Animation Essentials by Andy Beane 2. The Art of 3D Computer Animation and Effects by Isaac Kerlow			
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.			
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance			

Diet Rachel
 1st Feb 2024
 Assistant

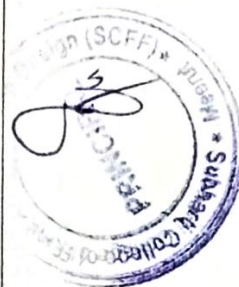


Programme/Class: Bachelor's in Animation		Year: Third	Semester: Fall
Course Code: BFA NI-514		Subject/ Course Title: Basic 3D Animation	
Course outcomes: By the end of the course, students will be able to: 1. Apply basic animation principles to bring characters to life. 2. Demonstrate proficiency in using animation software and tools. 3. Execute basic animation techniques to create believable character performances. 4. Analyze and evaluate animation techniques and their impact on character movement.			
Credits: 3		Minor	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-6			
Unit	Topics	No. of Classes + Practical	
I	Basic Animation Principles • Keyframe animation techniques • Timing, spacing, and motion principles • Pose-to-pose and straight-ahead animation approaches • Arcs, anticipation, and follow-through	03 + 01	
II	Character Performance Animation • Acting and emotion in character animation • Gestures, body language, and weight shifts • Bipod Walk Cycle • Secondary animation and overlapping actions • Creating believable character performances	04 + 10	
III	Animation Tools and Software • Overview of animation software (e.g., Autodesk Maya, Blender) • Animation workflows and techniques • Using animation curves and editors • Character posing and blocking techniques	04 + 10	
VI	Animation Submissions • Projects involving the creation of an animation sequence	02 + 10	
Suggested Readings: 1. 3D Animation for the Raw Beginner Using Maya by Roger King 2. Cracking Animation: The Aardman Book of 3-D Animation by Thames & Hudson 3. Animation Methods - Rigging Made Easy by David Rodriguez			
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.			
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance			



Date:
 By: Rahul P.

Programme/Class: Bachelor in Animation		Year: Third	Semester: Sixth
Course Code: BFANI-515		Subject/ Course Title: Internship	
Course outcomes:			
By the end of the course, students will be able to:			
1. Apply theoretical knowledge and academic concepts to practical tasks and real-world projects.			
2. Gain insight into the daily operations, workflows, and dynamics of a professional environment.			
3. Develop and refine essential skills relevant to their field of study and the internship placement.			
4. Demonstrate effective communication, teamwork, and collaboration in a professional setting.			
5. Analyze and solve real-world challenges, making informed decisions based on practical experiences.			
6. Adapt to workplace expectations, professional etiquette, and organizational culture.			
Credits: 4		INT	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-16			
Unit	Topics	No. of Hours	
I	Internship		
	1. Exposure to Professional Environment: 2. Skill Development: 3. Collaboration and Communication: 4. Problem-Solving and Decision-Making: 5. Professional Etiquette and Work Ethic: 6. Industry Insights:	360	
Suggested Continuous Evaluation Methods: Internship Certificate			
At the End of the whole syllabus any remarks/ suggestions: The objective of the Internship course is to provide students with a real-world, practical learning experience within a professional setting related to their field of study			



Date: 20/05/2024
 By: Rahul
 For: Principal
 Signature: [Signature]

SEMESTER VI

Programme/Class: Bachelor in Animation		Year: Third	Semester: Sixth
Course Code: BFANI-611		Subject/ Course Title: Advanced Animation and 3D Particles	
Course outcomes:			
By the end of the course, students will be able to:			
1. Apply advanced animation techniques to create dynamic and expressive character animations.			
2. Demonstrate proficiency in using advanced animation tools and features in Autodesk Maya.			
3. Analyze and evaluate animations for believability and emotional impact.			
4. Create and control particle emission, behavior, and motion in Maya.			
5. Apply appropriate forces and fields to manipulate particle behavior.			
6. Utilize particle attributes and expressions to achieve desired effects.			
Credits: 4		Major	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-8			
Unit	Topics		No. of Classes + Practical
I	Advanced Animation Principles and Techniques • Refining animation timing, spacing, and arcs • Advanced posing techniques for expressive character animation • Acting and performance principles for character animation • Integrating body mechanics and secondary motion in animation		02 + 02
II	Advanced Character Animation • Biped run cycle • Advanced character animation • Expressive character animation • Implementing character movement		02 + 04
III	Advanced Animation Tools and Features • Mastering advanced animation tools in Autodesk Maya • Utilizing animation layers and non-linear animation • Incorporating simulation-based animation (particles, fluids, dynamics) • Advanced animation workflows and techniques for complex scenes		02 + 04
IV	Character Acting and Lip Sync Animation • Understanding character acting principles for animation • Lip sync animation techniques and phoneme synchronization • Expressive body language and facial expressions in character animation		02 + 06



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V	Introduction to Particles • Overview of particle systems and their applications • Understanding the basic concepts and terminology of particles • Introduction to the Maya particle workflow and interface	02 + 02
VI	Particle Emission and Behavior • Creating and controlling particle emission sources • Controlling particle lifespan, size, and speed • Applying initial velocity and direction to particles	04 + 08
VII	Particle Motion and Dynamics • Applying forces and fields to control particle behavior • Understanding dynamics and collisions in particle simulations • Utilizing dynamic constraints for complex particle interactions	04 + 08
VIII	Particle Attributes and Expressions • Manipulating particle attributes for visual effects control • Utilizing expressions for advanced particle behaviors • Using texture maps and procedural textures to drive particle attributes	04 + 08
IX	Particle Instancing and Rendering • Creating and animating particle instances • Understanding particle rendering techniques • Utilizing shaders and textures for particle visualization	03 + 06
X	Collaborative Advanced Animation Project • Collaborative project involving the application of advanced animation techniques to create a complex and dynamic animation sequence	02 + 12
Suggested Readings: 1. The Art of Maya by Autodesk 2. Cartoon Character Animation With Maya by Keith Osborn		
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance		
At the End of the whole syllabus any remarks/ suggestions: The objective of the course is to provide students with advanced techniques and skills in character animation using Autodesk Maya. The course aims to enhance students' understanding and proficiency in creating dynamic, expressive, and lifelike character animations and with the skills necessary to create dynamic and realistic particle effects for various applications, such as visual effects, motion graphics, and game development.		



Dr. Rajul
Dr. Anusha
Dr. Lakshmi

Programme/Class: Bachelor in Animation		Year: Third	Semester: Sixth
Course Code: BFANI-612		Subject/ Course Title: 3D Dynamics and Simulation	
Course outcomes:			
By the end of the course, students will be able to:			
1. Apply simulation techniques to create realistic motion and behavior for dynamic objects.			
2. Demonstrate proficiency in using simulation software and tools.			
3. Create dynamic animations with realistic physics-based effects.			
4. Analyze and evaluate different types of simulations and their impact on animation quality.			
Credits: 5		Major	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-10			
Unit	Topics	No. of Classes + Practical	
I	• Introduction to 3D Dynamics and Simulation • Overview of dynamics and simulation in animation • Introduction to physics principles relevant to animation • Types of simulations used in 3D animation	03 + 06	
II	• Rigid Body Dynamics • Introduction to rigid body dynamics • Collision detection and response • Constraints and joint systems • Friction and other physical properties	04 + 04	
III	• Soft Body Dynamics • Introduction to soft body dynamics • Cloth simulation • Deformable object simulations • Hair and fur dynamics	02 + 04	



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 Head of Institution
 Pimpri Chinchwad Education Trust (SCFF)

IV	• Fluid Simulation • Basics of fluid dynamics • Simulating liquids and gases • Fluid particle systems and solvers • Fluid rendering and shading	04 + 08
V	• Simulation Tools and Software • Overview of simulation software and plug-ins (e.g., Autodesk Maya, BOSS) • Introduction to simulation-specific tools and workflows • Simulating dynamics using built-in software features	04 + 08
VI	• Advanced Simulation Techniques • Advanced cloth and cloth tearing simulations • Advanced particle systems and effects • Advanced fluid simulation techniques • Integration of dynamics and simulations into character animation	04 + 08
VII	• Dynamics and Simulation Projects • Collaborative project involving the application of dynamics and simulation techniques to create a dynamic animation sequence	02 + 10
Suggested Readings: 1. Maya Studio Projects: Dynamics by Todd Palamar 2. Creating Environments in Maya by Jana Germano 3. Maya Visual Effects: The Innovator's Guide by Eric Keller with Max Dayan		
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance		
At the End of the whole syllabus any remarks/ suggestions: The objective of the course is to provide students with a comprehensive understanding of the principles, techniques, and tools used in simulating realistic physical dynamics in 3D animation. The course aims to equip students with the knowledge and skills necessary to create dynamic and visually engaging animations using simulation techniques.		

Programme/Class: Bachelor's in Animation	Year: Third	Semester: Sixth
Course Code: BFANI-613	Subject/Course Title: Specialization – I(Graphics/ VFX/2DAnimation/ 3D)	



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Course outcomes: By the end of the course, students will be able to:		
• Provide students with advanced knowledge and skills in their chosen specialization area. • Explore industry-standard software tools, techniques, and workflows relevant to the chosen specialization.		
Credits: 5	Major	
Max. Marks: 100	Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-10		
Unit	Topics	No. of Classes
I	• Concepts and Techniques • Overview of advanced concepts and techniques specific to the chosen specialization area	6
II	• Software Tools and Workflows • Deep dive into advanced features and functionalities of industry-standard software tools (e.g., Adobe After Effects, Autodesk Maya)	8
III	• Project Development • Conceptualization and planning of a portfolio-worthy project within the chosen specialization area	4
Suggested Readings: Advanced Techniques in [Graphics/VFX/2D Animation/3D Animation]		
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance		
At the End of the whole syllabus any remarks/ suggestions: • Online tutorials and resources specific to the chosen specialization area • Industry events, workshops, and guest lectures relevant to the chosen specialization • Professional organizations and communities for networking and collaboration in the animation and graphics industries		

Programme/Class: Bachelor's in Animation	Year: Third	Semester: Sixth
Course Code: BFANI-614	Subject/ Course Title: Project Report	



Date: 20/04/24
 By: Rahul
 For: Principal

Course outcomes: By the end of the course, students will be able to:

- Understand the history and evolution of documentary
- Develop technical proficiency in documentary
- Master visual storytelling techniques
- Demonstrate sensitivity to ethical issues in documentary photography
- Create a cohesive documentary project

Credits: 3

Minor

Max. Marks: 100

Min. Passing marks: 33

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-6

Unit	Topics	No. of Classes
I	Understanding the Documentary Process • The stages of a documentary project: research, planning, shooting, editing, and presentation. • Identifying a compelling story or subject. • Case studies of notable documentary photo essays.	4
II	The Tools of Documentary • Cameras, lenses, and accessories for documentary work. • Managing technical challenges in unpredictable environments: lighting, movement, and changing conditions. • Field exercises on shooting in available light.	6
III	Composition and Storytelling • Techniques for visual storytelling: framing, perspective, and the rule of thirds. • Using a series of images to tell a story: sequencing, context, and transitions. • Hands-on practice with sequencing images to create a narrative.	8
IV	Humanizing Your Subject: Portraits in Documentary Photography • Techniques for capturing authentic and compelling portraits in documentary contexts. • Establishing rapport with subjects: working with people, community members, and strangers. • Case studies of powerful portrait-based photo essays.	10



Q. No. - Rahul
 Date - 20/08/2024
 Marks - 100

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.

Suggested Continuous Evaluation Methods:

Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance

Programme/Class: Bachelor's in Animation		Year: Third	Semester: Sixth
Course Code: BFANI-615		Subject/ Course Title: Portfolio Development	
Course outcomes:			
• Provide students with the opportunity to develop a professional portfolio showcasing their skills in graphics, VFX, 2D animation, and 3D animation. • Enhance students' proficiency in using industry-standard software tools and techniques. • Cultivate students' ability to conceptualize and execute creative projects that demonstrate their artistic vision and technical expertise. • Prepare students for careers in the fields of animation, visual effects, and graphic design by providing them with tangible evidence of their abilities. • Foster collaboration and peer feedback through critiques and reviews of each other's work.			
Credits: 3		Minor	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L- T-P: 2-0-6			
Unit	Topics	No. of Lectures + Practical	
I	Introduction to Portfolio Development • Overview of the course objectives and expectations • Importance of a professional portfolio in the animation and graphics industry • Examples of successful portfolios and case studies	04	
II	Project Planning and Concept Development • Brainstorming ideas for portfolio projects • Developing concepts and storyboards • Setting project goals and timelines	06	
III	Project Planning and Concept Development • Brainstorming ideas for portfolio projects • Developing concepts and storyboards • Setting project goals and timelines	06	



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IV	Software Tools and Techniques • Introduction to industry-standard software tools (e.g., Adobe Creative Suite, Autodesk Maya, Blender) • Tutorials and hands-on exercises to familiarize students with software interfaces and functionalities	08
V	Graphics Design Project • Designing logos, posters, and other graphic elements • Applying principles of composition, typography, and color theory • Incorporating client feedback and revisions • VFX Project • Creating visual effects such as explosions, particle simulations, and digital compositing • Using green screen and chroma key techniques • Integrating VFX elements into live-action footage • 2D Animation Project • Developing animated characters and storyboards • Principles of timing, spacing, and motion in animation • Creating character rigs and animating using key frames and interpolation • 3D Animation Project • Modeling, texturing, and lighting 3D assets • Rigging and animating characters and objects • Rendering and compositing final animation sequences	08
VI	Portfolio Presentation and Critique • Assembling and organizing portfolio projects into a cohesive presentation • Practice presenting work professionally and articulating design decisions • Peer critique and feedback sessions	08
Suggested Readings: The Animator's Survival Kit by Richard Williams Digital Lighting & Rendering by Jeremy Birn		



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VII Semester

Research in Animation

Programme/Class: Bachelor's with Research in Animation		Year: Fourth	Semester: Seventh
Course Code: BFANI-701		Subject/ Course Title: History of Animation	
Course outcomes: By the end of the course, students will be able to: The history of animation involves exploring various aspects of animation's development, from its earliest beginnings to modern techniques and trends.			
Credits: 5		Major (Theory)	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 5-1-0			
Unit	Topics	No. of Lectures	
I	• Introduction to Animation • Definition of animation • Early experiments and pre-cinema animation devices • Pioneers of animation: Émile Cohl, Winsor Mc Cay, and J. Stuart Black ton	4	
II	• Golden Age of Animation (1920s-1940s) • Development of synchronized sound and color • Rise of animation studios: Disney, Warner Bros., Fleischer • Iconic characters and landmark films	4	



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III	• Technological Advancements • Introduction of Technicolor and other innovations • Impact of World War II on animation • Emergence of television animation and limited animation techniques	6
IV	• Rise of Television Animation • Development of Saturday morning cartoons • Evolution of animation styles in television • Case studies of influential TV animation series	4
V	• Expansion of Animation Genres • Exploring genres beyond traditional animation: stop-motion, Claymation, CGI • Contributions of independent animators and studios • Impact of globalization on animation production	10
VI	• Renaissance of Animation (1980s-1990s) • Revival of animation in film: Disney Renaissance, Studio Ghibli • Introduction of computer-generated imagery (CGI) • Exploring themes and storytelling techniques	4
VII	• Animation in the Digital Age • Evolution of animation software and techniques • Online distribution platforms and independent animation communities • Future trends and challenges in animation industry	6
Suggested Readings: World History of Animation Hardcover – Illustrated by Stephen Cavalier A New History Of Animation Paperback by <u>MAUREEN FURNISS</u> (Author)		
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance		



Date _____
 By _____
 Signature _____
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At the End of the whole syllabus any remarks/suggestions:

Textbooks, articles, and online resources on animation history
Film screenings of key animation milestones
Guest lectures by industry professionals or animation historians

Programme/Class: Bachelor's with Research in Animation		Year: Fourth	Semester: Seventh
Course Code: BFANI-702		Subject/ Course Title: Basics of Research Methodology	
Course outcomes:			
By the end of the course, students will be able to:			
1. To familiarize students with the basic principles and concepts of research methodology. 2. To equip students with the knowledge and skills necessary to critically evaluate research studies. 3. To enable students to design and conduct their research projects effectively. 4. To enhance students' ability to communicate research findings clearly and coherently. 5. To cultivate a research-oriented mindset and promote ethical conduct in research practices.			
Credits: 5		Major	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 5-1-0			
Unit	Topics	No. of Lectures	
I	• Introduction to Research • Definition and significance of research • Types of research (basic, applied, quantitative, qualitative) • Characteristics of good research	04	
II	Research Design • Formulating research questions and objectives • Variables and hypotheses • Experimental vs. non-experimental designs	06	



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III	• Sampling Techniques • Probability sampling methods (simple random sampling, stratified sampling, cluster sampling) • Non-probability sampling methods (convenience sampling, purposive sampling, snowball sampling)	08
IV	• Data Collection Methods • Surveys and questionnaires • Interviews (structured, semi-structured, unstructured) • Observational methods • Secondary data sources	08
V	• Writing Research Proposals • Components of a research proposal (title, abstract, introduction, literature review, methodology, timeline, budget) • Tips for writing clear and concise research proposals	08
VI	• Research Ethics • Principles of research ethics • Informed consent and confidentiality • Avoiding plagiarism and maintaining integrity in research	08
Suggested Readings:		
Research Methodology: A Step-by-Step Guide for Beginners by Ranjit Kumar		
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		
Suggested Continuous Evaluation Methods:		
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance		

Programme/Class: Bachelor's with Research in Animation	Year: Fourth	Semester: Seventh
Course Code: BFANI-711	Subject/ Course Title: Specialization – II (Graphics/ VFX/2DAnimation/ 3D)	



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 Approved - Anshu
 For

Course outcomes:

1. Foster creativity, problem-solving, and critical thinking in the context of the chosen specialization.
2. Prepare students for careers in the animation, VFX, and graphic design industries through hands-on experience and portfolio development.

Credits: 6		Major
Max. Marks: 100		Min. Passing marks: 33
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-12		
Unit	Topics	No. of Classes
I	Advanced Concepts and Techniques • Case studies and examples of projects showcasing advanced skills and creativity • Introduction to industry-standard software tools and workflows	06
II	Advanced Software Tools and Workflows • Hands-on tutorials and exercises to familiarize students with advanced workflows and techniques	04
III	Project Development • Iterative development process, including prototyping, testing, and refining project ideas • Guidance and feedback from instructors and peers throughout the project development phase	12
IV	Project Implementation • Execution of the portfolio project, applying advanced skills and techniques learned in previous weeks • Troubleshooting and problem-solving challenges that arise during project implementation • Time management and organization to ensure project deadlines are met	08
V	Project Review and Feedback • Peer review and critique sessions to provide feedback on each other's project progress • Instructor-led feedback sessions to assess project development and offer guidance for improvement • Reflection and self-assessment on the strengths and areas for growth in the portfolio project	04



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VI	Project Presentation and Portfolio Development - Finalizing and polishing the portfolio project for presentation - Creating supporting documentation, such as process documentation, project breakdowns, and artist statements - Presentation of portfolio projects to the class and invited industry professionals for feedback and critique	04
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance		
Programme/Class: Bachelor's with Research in Animation		Semester: Seventh
Course Code: BFANI-712		Course Title: Project Report
Course outcomes: By the end of the course, students will be able to: - Effectively gather, evaluate, and synthesize information from a variety of credible sources. - Develop innovative and feasible solutions to real-world problems. - Apply project management principles to plan, execute, and complete a comprehensive project report. - Manage time, resources, and team dynamics effectively to meet project deadlines.		
Credits: 4		Minor
Max. Marks:		Min. Passing marks:
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-8		
Unit	Topics	No. of Lectures + Practical
I	Teaching Methodology - Description of teaching methods employed - Use of practical exercises, lectures, workshops, etc. - Integration of technology and software tools	4
II	Curriculum Content - Detailed breakdown of topics covered in each module or unit - Description of theoretical concepts and practical skills taught - List of software tools and resources used	6
III	Assessment Methods - Overview of assessment criteria - Types of assessments (e.g., exams, projects, presentations)	8



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IV	Student Projects • Description of projects assigned to students • Examples of project topics or themes • Showcase of student work or achievements	4
V	Resources • List of textbooks, online resources, and references used • Links to software tutorials or guides • Details of any additional materials required	10
VI	Project Report: Prepare Project report file related to Specialization	4
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		
Suggested Continuous Evaluation Methods:		
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance		

VIII Semester

Programme/Class: Bachelor's with Research in Animation		Year: Fourth	Semester: Eighth
Course Code: BFANI-801		Subject/ Course Title: Academic Writing Techniques	
Course outcomes: By the end of the course, students will be able to: ● Introduce students to the principles and conventions of academic writing. ● Develop students' ability to critically analyze and synthesize information from scholarly sources. ● Enhance students' proficiency in formulating and supporting arguments in academic essays. ● Familiarize students with different types of academic writing (e.g., research papers, literature reviews, and argumentative essays).			
Credits: 4		Major	
Max. Marks:		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 4-1-0			
Unit	Topics	No. of Lectures	



Date: 10/10/2024
 By: Dr. Rabul
 For: Principal

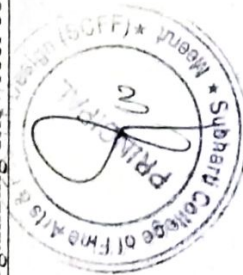
I	Introduction to Academic Writing • Definition and characteristics of academic writing • Importance of academic writing skills in higher education and professional contexts • Overview of the writing process	4
II	Understanding Academic Genres • Types of academic writing (e.g., research papers, literature reviews, essays) • Characteristics and conventions of different academic genres • Analyzing sample texts from various disciplines	4
III	Formulating Research Questions and Thesis Statements • Identifying research questions and objectives • Crafting clear and focused thesis statements • Articulating arguments and hypotheses	6
IV	Writing Literature Reviews • Purpose and scope of literature reviews • Synthesizing existing research and identifying gaps in the literature • Structuring and formatting literature review sections	4
V	Incorporating Evidence and Citation • Using quotations, paraphrases, and summaries to incorporate evidence • Understanding citation styles (e.g., APA, MLA, Chicago) • Properly citing sources and avoiding plagiarism	10
VI	Developing Argumentative Essays • Formulating persuasive arguments and counterarguments • Using evidence to support claims and refute opposing viewpoints • Strategies for building logical and convincing arguments	4



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VII	Presentation and Publication - Strategies for presenting academic research orally and visually - Formatting and submitting manuscripts for publication - Navigating the peer review process	6
Suggested Readings: They Say/I Say: The Moves That Matter in Academic Writing by Gerald Graff and Cathy Birkenstein		
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance		
At the End of the whole syllabus any remarks/ suggestions: Textbooks, articles, and online resources on animation history Film screenings of key animation milestones Guest lectures by industry professionals or animation historians		

Programme/Class: Bachelor's with Research in Animation		Year: Fourth	Semester: Eighth
Course Code: BFANI-811		Subject/ Course Title: Show Reel (Graphics/ VFX/2D Animation / 3D)	
Course outcomes: By the end of the course, students will be able to:			
• Demonstrate a high level of proficiency in Graphics/ VFX/2D Animation / 3D • Create a polished and professional presentation that effectively captures the attention of potential employers or clients. • Develop a personal brand that is clearly reflected in the style and content of the showreel/demo reel. • Effectively manage time and resources to meet project deadlines.			
Credits: 4		Minor	
Max. Marks: 100		Min. Passing marks: 33	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-8			
Unit		Topics	No. of Classes
I	Introduction to Showreel Production • Overview of showreel formats and styles • Identifying personal strengths and areas for improvement • Planning and organizing showreel content		04



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II	Graphics Design • Principles of graphic design: layout, typography, color theory • Introduction to graphic design software: Adobe Photoshop, Adobe Illustrator • Creating graphic elements for showreel projects • Visual Effects (VFX) • Introduction to VFX concepts and terminology • VFX software overview: Adobe After Effects, Nuke, Blender • Techniques for compositing, motion tracking, and green screen keying • Creating dynamic VFX shots for showreel projects • 2D Animation • Introduction to 2D animation principles: timing, spacing, squash and stretch • Animation software overview: Adobe Animate, Toon Boom Harmony • Storyboarding and animatics creation • Producing 2D animated sequences for showreel projects • 3D Animation • Introduction to 3D animation principles: modeling, rigging, animation • 3D animation software overview: Autodesk Maya, Blender • Character animation and lip-sync techniques • Creating 3D animated scenes for showreel projects	20
III	Showreel Project Development • Refining and polishing showreel projects • Incorporating feedback and revisions • Rendering and exporting showreel content	10
IV	Showreel Presentation • Students present their showreel projects to the class • Peer feedback and critique session • Reflection on personal growth and learning outcomes	04
V	Assessment • Showreel project development and execution • Class participation and engagement • Peer feedback and critique	04



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Suggested Readings:
Cartoon Animation With Preston Blair, Revised Edition!by Preston Blair
Animator's Survival Kit, The Paperback by Richard E. Williams
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.
Suggested Continuous Evaluation Methods:
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance
At the End of the whole syllabus any remarks/ suggestions:
Tutorials, online courses, and reference materials for each software tool and technique
Access to required software and hardware resources
Guest lectures by industry professionals in graphics, VFX, and animation

Programme/Class: Bachelor's with Research in Animation	Year: Fourth	Semester: Eighth
Course Code: BFANI-812	Subject/ Course Title: Dissertation	



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Course outcomes:

By the end of the course, students will be able to:

1. Define a clear research question or problem statement within the field of animation.
2. Conduct comprehensive literature reviews to explore existing knowledge and research on the chosen topic.
3. Design and execute an appropriate research methodology, utilizing qualitative, quantitative, or mixed methods approaches as applicable.
4. Collect and analyze relevant data and information to address the research question.
5. Demonstrate critical thinking and analysis skills in interpreting research findings.
6. Communicate research findings effectively through a well-structured and coherent dissertation document.
7. Present and defend the dissertation research in an oral presentation.
8. Demonstrate independent research skills and the ability to contribute to the existing body of knowledge in the field of animation.

Credits:12		RP
Max. Marks: 100		Min. Passing marks: 33
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: -		
Unit	Topics	No. of Lectures
I	Choosing a Research Topic and Developing a Proposal - Selecting a research topic within the field of animation - Identifying a research question or problem statement - Conducting a literature review to explore existing research and knowledge - Developing a research proposal outlining the objectives, methodology, and expected outcomes of the research	04
II	Research Methodology and Design - Exploring different research methodologies (qualitative, quantitative, mixed methods) - Selecting an appropriate research design for the chosen topic - Planning data collection methods (surveys, interviews, experiments, etc.) - Ethical considerations in conducting research in animation	10
III	Data Collection and Analysis - Collecting and organizing relevant data and information - Applying appropriate data analysis techniques (statistical analysis, thematic analysis, content analysis, etc.) - Interpreting and synthesizing research findings - Discussing the limitations and implications of the research	12



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 1st year

Dissertation Writing and Structure

- Structuring the dissertation document (introduction, literature review, methodology, results, discussion, conclusion, etc.)
- Developing a coherent and well-organized argument throughout the dissertation
- Writing clear and concise chapters with proper referencing and citation
- Proofreading and editing techniques for academic writing

IV

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Independent Research and Writing

- Conducting independent research according to the proposed methodology
- Analyzing and interpreting data to address the research question
- Writing and revising the dissertation document in consultation with the supervisor
- Seeking guidance and feedback from the supervisor throughout the research and writing process

V

10

Suggested Readings: No Need

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.

Suggested Continuous Evaluation Methods:

Class Performance/ Dissertation/ Viva/ Attendance

At the End of the whole syllabus any remarks/ suggestions: The objective of the dissertation course is to provide students with an opportunity to conduct independent research and analysis on a specific topic within the field of animation. The course aims to develop students' research, critical thinking, and communication skills while allowing them to explore a subject of personal interest within the discipline.



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