

FACULTY OF VOCATIONAL STUDIES

SYLLABUS FOR

**Bachelor of Vocation (Animation)
(Semester I-VI)**

(Under Credit Based Continuous Evaluation Grading System)

Session: 2021-22



The Heritage Institution

**KANYA MAHA VIDYALAYA
JALANDHAR
(Autonomous)**

BACHELOR OF VOCATION PROGRAMME

PROGRAMME OUTCOMES: Students opting for Bachelor of Vocation (B.Voc.) Programmes on course completion/exit points will be able to:

PO1: get better job opportunities and can make informed choices due to enhanced skill-set owing to Industrial exposure through internships/ training in the specific work area of choice.

PO2: understand, develop and observe work practices and ethics required to sustain and grow professionally in the industry concerned.

PO3: communicate messages effectively within a team as well as to business clients/customers through written communication such as email, letters, reports, memos etc and verbal communication like a telephonic conversation or PowerPoint presentation to a group.

PO4: adapt to the work environment and are able to work on time-bound assignments/projects individually or within a team, for a company or as a freelancer.

PO5: apply knowledge acquired during the course to update w.r.t changing Industrial requirements and stay relevant to the job-at-hand.

Bachelor of Vocation (Animation)
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Programme Specific Outcomes: Students opting for Bachelor of Vocation (Animation) programme on course completion/exit points will be able to:

PSO1. Understand the animated or live film making process different stages i.e. pre-production, Production and Post Production.

PSO2. to Implement the use of storyboarding, Screenplay, Foundation Art, in essential pre-production process to develop a film concept.

PSO3. Demonstrate & implement the knowledge of Principles of animation, graphic design, 2d animation, 3d modelling, texturing & Lighting, rigging & animation in Production process.

PSO4. To implement the use of audio editing, video editing, and VFX in Post –production

PSO5. Produce a portfolio of artwork that is research and development oriented, and that integrates the principles, techniques and skills acquired in the coursework. (Graphic design, 3d modelling, texturing & Lighting, rigging & animation, video editing)

PSO6. Gain real world project experience throughout their learning cycle, & Internships (Industry Exposure) that helps them to better understand the roles and processes in wide range of computer-generated design and animation careers.

PSO7. Enhance career prospects based on skill areas and make them employable in different segments of Media and Entertainment industry.

Bachelor of Vocation (Animation)
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**Scheme and Curriculum of Examination of Three-year Degree Programme
Bachelor of Vocation (Animation)
Semester I
Session 2021-22**

Bachelor of Vocation (Animation) Semester - I									
COURSE CODE	COURSE TITLE	COURSE TYPE	L - T - P		Marks				Examination Time (in Hours)
			L-T-P	Total	Total	Ext.		CA	
						L	P		
BVAL-1421/ BVAL-1031/ BVAL-1431	Punjabi (Compulsory) / ¹ Basic Punjabi/ ² Punjab History and Culture	C	2-0-0	2	50	40	-	10	3
BVAL-1102	Communication Skills in English	C	4-0-0	4	50	40	-	10	3
BVAM-1113	Computer Fundamentals for Animation	C	1-0-1	2	50	25	15	10	3+3
BVAM-1114	Foundation Art	S	2-0-2	4	50	25	15	10	3+3
BVAM-1115	Principles of Animation	S	2-0-2	4	50	25	15	10	3+3
BVAP-1116	Creative Design-I	S	0-0-4	4	75	-	60	15	3
BVAD-1117	Field Visit and Report	S	0-0-2	2	50	-	-	50	-
BVAD-1118	Minor Project - I	S	0-0-4	4	100	-	80	20	3
AECD-1161	*Drug Abuse: Problem, Management and Prevention (Compulsory)	AC	2-0-0	2	50	40	-	10	3
SECF-1492	*Foundation Course	AC	2-0-0	2	25	20	-	05	1
	Total			30	475				

Note: C – Compulsory, S – Skill Enhancement, AC-Audit Course

1. Special paper on lieu of Punjabi (Compulsory)

2. Special paper in lieu of Punjabi (Compulsory) for those students who are not domicile of Punjab

* Grade points or grades of these courses will not be included in SGPA/CGPA of the Semester/Programme

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**Scheme and Curriculum of Examination of Three-year Degree Programme
Bachelor of Vocation (Animation) Semester II
Session 2021-22**

Bachelor of Vocation (Animation) Semester - II									
COURSE CODE	COURSE TITLE	COURSE TYPE	L - T - P		Marks				Examination Time (in Hours)
			L-T-P	Total	Total	Ext.		CA	
						L	P		
BVAL-2421/ BVAL-2031/ BVAL-2431	Punjabi Compulsory) / ¹ Basic Punjabi/ ² Punjab History and Culture	C	2-0-0	2	50	40	-	10	3
BVAM-2102	Communication Skills in English	C	3-0-1	4	50	25	15	10	3+3
BVAL-2113	Introduction to 3D Maya	S	2-0-0	2	50	40	-	10	3
BVAM-2114	Scripting and Screenplay	C	1-0-1	2	50	25	15	10	3+3
BVAM-2115	2D Digital Animation: FLASH	S	2-0-2	4	50	25	15	10	3+3
BVAP-2116	Creative Design - II	S	0-0-4	4	75	-	60	15	3
BVAP - 2117	3D Modeling (Set and Props)	S	0-0-4	4	50	-	40	10	3
BVAD-2118	Minor Project- II	S	0-0-4	4	100	-	80	20	3
AECD-2161	*Drug Abuse: Problem, Management and Prevention (Compulsory)	AC	2-0-0	2	50	40	-	10	3
SECM-2502	*Moral Education	AC	2-0-0	2	25	20	-	05	1
	Total			30	475				

Note: C – Compulsory, S – Skill Enhancement, AC-Audit Course

1. Special paper on lieu of Punjabi (Compulsory)

2. Special paper in lieu of Punjabi (Compulsory) for those students who are not domicile of Punjab

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Scheme and Curriculum of Examination of Three-year Degree Programme

**Bachelor of Vocation (Animation) Semester III
Session 2021-22**

Bachelor of Vocation (Animation) Semester - III									
COURSE CODE	COURSE TITLE	COURSE TYPE	L - T - P		Marks				Examination Time (in Hours)
			L-T-P	Total	Total	Ext.		CA	
						L	P		
BVAL-3111	Introduction to Texturing and Lighting in 3D Maya	S	2-0-0	2	50	40	-	10	3
BVAM - 3112	Introduction to Photography	C	2-0-1	3	50	25	15	10	3+3
BVAM – 3113	Storyboarding	C	2-0-1	3	50	25	15	10	3+3
BVAP – 3114	Video Editing	C	0-0-4	4	50	-	40	10	3
BVAP – 3115	3D Character Modeling	S	0-0-4	4	75	-	60	15	3
BVAP – 3116	Texturing Sets and Props	S	0-0-4	4	50	-	40	10	3
BVAP – 3117	Texturing 3D Character	S	0-0-4	4	75	-	60	15	3
BVAD – 3118	Minor Project - III	S	0-0-4	4	100	-	80	20	3
SECP-3512	*Personality Development	AC	2-0-0	2	25	20	-	05	1
	Total			30	500				

Note: C – Compulsory
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AC-Audit Course

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Scheme and Curriculum of Examination of Three-year Degree Programme
Bachelor of Vocation (Animation)
Semester IV
Session 2021-22

Bachelor of Vocation (Animation) Semester - IV									
COURSE CODE	COURSE TITLE	COURSE TYPE	L - T - P		Marks				Examination Time (in Hours)
			L-T-P	Total	Total	Ext.		CA	
						L	P		
BVAL - 4111	Maintaining Workplace Health and Safety	C	2-0-0	2	50	40	-	10	3
BVAM - 4112	Camera Techniques	C	1-0-1	2	50	25	15	10	3+3
BVAM - 4113	Audio Editing	C	1-0-1	2	50	25	15	10	3+3
BVAP- 4114	Lighting and Rendering	S	0-0-4	4	75	-	60	15	3
BVAP - 4115	Motion Graphics	S	0-0-4	4	75	-	60	15	3
BVAP - 4116	3D Character Animation using MAYA	S	0-0-4	4	100	-	80	20	3
BVAD - 4117	Minor Project IV	S	0-0-6	6	100	-	80	20	3
AECE- 4221	Environmental Studies (Compulsory)*	AC	3-0-1	4	100	60	20 (Project work)	20	3
SECS- 4522	Social Outreach*	AC	2-0-0	2	25	-	20	05	1
	Total			30	500				

Note: C – Compulsory
S – Skill Enhancement
AC-Audit Course

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Scheme and Curriculum of Examination of Three-year Degree Programme
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Semester V
Session 2021-22

Bachelor of Vocation (Animation) Semester - V									
COURSE CODE	COURSE TITLE	COURSE TYPE	L - T - P		Marks				Examination Time (in Hours)
			L-T-P	Total	Total	Ext.		CA	
						L	P		
BVAL-5111	Electronic Media	C	3-0-0	3	50	40	-	10	3
BVAL - 5112	3D Architecture Visualization using 3D MAX (Interior and Exterior Designing)	C	3-0-0	3	50	40	-	10	3
BVAM-5113	Film Direction and Documentary	C	2-0-2	4	100	40	40	20	3+3
BVAP - 5114	Acting for Animation	S	0-0-6	6	100	-	80	20	3
BVAP - 5115	3D Architecture Visualization using 3D MAX (Interior and Exterior Designing) Practical	S	0-0-6	6	100	-	80	20	3
BVAD - 5116	Minor Project - V	S	0-0-6	6	100	-	80	20	3
SECI-5541	*Innovation, Entrepreneurship and Creative Thinking	AC	2-0-0	2	25	20	-	5	1
	Total			30	500				

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**Scheme and Curriculum of Examination of Three-year Degree Programme
Bachelor of Vocation (Animation)
Semester VI**

Bachelor of Vocation (Animation) Semester - VI									
COURSE CODE	COURSE TITLE	COURSE TYPE	L - T - P		Marks				Examination Time (in Hours)
			L-T-P	Total	Total	Ext.		CA	
						L	P		
BVAL - 6111	Publicity Designing and Media Laws	C	4-0-0	4	50	40	-	10	3
BVAL - 6112	Career Management for Animation	C	4-0-0	4	50	40	-	10	3
BVAI- 6113	Industrial Training with Major Project	S	0-0-18	18	250	-	-	-	3
BVAP- 6114	Personality Enhancement	C	0-0-4	4	50	-	40	10	3
	Total			30	400				

**Note: C – Compulsory
S – Skill Enhancement**

Bachelor of Vocation (Animation)
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SEMESTER I
COURSE CODE: BVAM-1113
COMPUTER FUNDAMENTALS FOR ANIMATION

Course Outcomes:

On Completion of this course, the student will be able to:

CO1: To understand the basic functionality of various parts of computer and terminologies related to computers, peripherals, graphics and supporting software.

CO2: To work with Word documents and apply various formatting techniques, page setup, creation of tables, tables of contents and other functions required in day-to-day word processing tasks.

CO3: To be able to make presentations, adding graphics, charts, audio, video and applying various themes and transition effects required for making an effective PowerPoint presentation.

CO4: to understand internet terms like URL, browser, search engines, and using an email account.

SEMESTER I
COURSE CODE: BVAM-1113
COMPUTER FUNDAMENTALS FOR ANIMATION

L - T - P	Max. Marks: 50
1 - 0 - 1	Theory: 25 Practical: 15
Time: 3 Hours	CA: 10

Instructions for Paper Setter –

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section.

UNIT- I

INTRODUCTION TO COMPUTERS: Computer basics, Classification of computers, Hardware and software, Components of computer System, Operating system, Input and output devices, Motherboard, CPU, Memory, Storage devices.

GRAPHICS DEVICES AND SUPPORTING SOFTWARE: Graphic cards, Open GL, Hardware drivers.

UNIT- II

MICROSOFT WORD: Opening & saving files, editing word documents, converting files to different format and printing documents.

FORMATTING DOCUMENTS:

Text Formatting- Font styles, Font selection- style, size, color etc, Type face- Bold, Italic, Underline, Case settings, Highlighting, Special symbols,

Paragraph Formatting: Alignments, Indents, Line Space, Margins, Bullets & Numbers

Page Setup: Setting margins, layout and orientation.

Creation of table: Table settings, Borders, Alignments, Insertion, deletion, Merging, Splitting

Create Table of Contents: With index, page number, author name, date and time etc., Creating Master Documents, Web page.

UNIT- III

MS POWER POINT: Introduction to presentation – Opening new presentation, Different presentation templates, setting backgrounds, selecting presentation layouts.

Different power point views: Normal, Slide sorter, Slide show and Notes view.

Creating a presentation Setting Presentation style, Adding text to the Presentation

Formatting a presentation - Adding style, Color, gradient fills, arranging objects, Adding Header & Footer, Slide Background, Slide layout.

Adding graphics and animation to the presentation- Inserting pictures, movies, tables etc into presentation, Drawing Pictures using drawing tools.

UNIT- IV

Internet: Definition, Uses of Internet-Definition of Web Addressing-URL, web Browsers.

E-mail: Anatomy of E-mail, managing an e-mail account

Note for the Practical Examiner:

- a) Practical Exam is based on the syllabus covered in the subject.
- b) The question paper will be set on the spot by the examiner.

Suggested Readings:

1. Sinha P.K., "Computer Fundamentals", BPB Publications
2. Norton Peter, "Introduction to Computers", McGraw Hill Education
3. Rajaraman V (Author), Adabala N, "Fundamentals of Computers", Prentice Hall India Learning Private Limited
4. Peter Weverka, "Microsoft Office 2016 All-In-One for Dummies", Wiley
5. Joan Lambert Curtis Frye,"Microsoft Office 2016 Step by Step", Microsoft Press
6. Office Complete, BPB Publications

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SEMESTER I
COURSE CODE: BVAM-1114
FOUNDATION ART

Course Outcomes:

The objective of this course is to develop Visual and creative aspect of an Artist and teach required skills for an artist like proportion, perspective, anatomy study, light & shade, different sketching styles, different art mediums etc.

After passing this course the students will be able to:

CO1: Express their ideas both verbally and through drawings

CO2: Understand the use of proportion, volume, perspective, sketching from memory and 7 visual elements of art.

CO3: Apply light and shade and body proportion (anatomy) in drawings.

CO4: Capable to discuss the role of observation & Importance of composition with the professionals in the field.

CO5: Will able to design cartoon character, or a composition.

SEMESTER I
COURSE CODE: BVAM-1114
FOUNDATION ART

L - T - P	Max. Marks: 50
2 - 0 - 2	Theory:25, Practical:15
Time: 3 Hours	CA: 10

Instructions for Paper Setter -

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

UNIT- I

BASICS: Visual and creative development of an Artist, Demonstration and lectures on required skills for an artist, difference between seeing and observing visual elements of Art Form, Shape, Line, Color, Space, Texture.

DRAWING AND SKETCHING: Concept of drawing, free hand drawing exercises from object and nature to study proportion, volume and visual perspective, rapid sketching techniques, rapid sketching from live models, sketching from memory.

UNIT- II

VARIOUS MEDIUMS: Pencil Colors, Charcoal, Pen and Ink, Water Colors, Poster Colors, Oil Pastel Colors, other waste material such as and, stones, grass, hardboard, color papers & clay etc.

STILL LIFE: Study of different forms (basket, artificial fruits books, containers, bottles, round objects, drapery etc.), still life with line as well light and shade.,

UNIT- III

HUMAN DRAWING:

Introduction to human figure drawing –Drawings from Mannequin, quick Sketching of human figure Study of Ideal proportion of male and female figure with different ages, Focus on Head, Hand and Feet. Study of animal and birds with simple proportion.

PERSPECTIVE DRAWING:

Perspective Drawing, one point, two-point & Three Point perspective. Perspective as applied to objects, furniture, interior and exteriors of the buildings.

UNIT- IV

LIGHT & SHADE: The effects of lights on objects, the high light, middle tone and dark tone. Shading of geometrical shapes

COMPOSITION: Importance of composition in design, Basic rules of composition, Role of colors in composition, Rural and urban habitation, Poor and rich habitation.

Practical exercises to be implemented:

- Outdoor and indoor study human in action
- Study light and shade using still life,
- Different poses of human, animal and birds
- Perspective Study (One Point, Two Point & Three Point)
- Create Character Design with personality

Note for the Practical Examiner:

- a) Practical Exam is based on the syllabus covered in the subject.
- b) The question paper will be set on the spot by the examiner.

Suggested Readings:

- a) Bancroft Tom, “Creating Character with Personality”, Watson-Guption
- b) Victor Perard, “Anatomy and Drawing”, Dover Publications
- c) Hart Christopher, “Modern Cartooning: Essential Techniques for Drawing Today's Popular Cartoons”, Watson-Guption

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SEMESTER I
COURSE CODE: BVAM-1115
PRINCIPLES OF ANIMATION

Course Outcomes:

In this course students get acquainted with the definition, meaning and types of Animation. The prime objective of the course is to help students to understand and apply principles that make animation more captivating by making it more realistic and life-like.

After passing this course the student will be able to:

CO1: Understand the different types of Animation ranging from Cell Animation, to Stop motion and now to present day CGI

CO2: gain and apply various skills a good animator must possess like observation of how things move, how humans express and emote.

CO3: understand the importance and application of various principles that make animation more life-like and realistic.

CO4: demonstrate the application of these principles for beginner level exercises like pendulum, bouncing ball etc.

SEMESTER I
COURSE CODE: BVAM-1115
PRINCIPLES OF ANIMATION

L - T - P	Max. Marks: 50
2 - 0 - 2	Theory:25, Practical: 15
Time: 3 Hours	CA: 10

Instructions for Paper Setter -

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

UNIT- I

Animation: Definition, Early examples of Animation, History of Animation: Stop Motion Photo Animation, Zoetrope, Thaumatrope, Cell and Paper Animation, early Disney's Cell Animation Processes

Types of Animation: Cell Animation, Stop Motion Animation, Computer Animation, 2-D Animation, 3-D Animation

UNIT- II

Skills for an Animation Artist: Visual and creative development of an Artist, importance of observation with minute details, efficiency to draw gestures, facial expressions, good listener, hard work and patience, creative and innovative. Introduction to animation production process

UNIT- III

Basic principles in animation: Key framing and in-betweens, Timing and spacing, Squash and Stretch, Anticipation, Straight-ahead and pose to pose, Follow-through and overlapping action,

UNIT- IV

Basic principles in animation: Slow in and slow out, Arcs, Secondary action, Exaggeration, Solid drawing, Staging, Appeal

Practical: Exercises to be implemented:

1. Bouncing Ball Animation
2. Pendulum Animation
3. Flag Animation frame by frame
4. Hammering a Nail

Note for the Practical Examiner:

- a) Practical Exam is based on the syllabus covered in the subject.
- b) The question paper will be set on the spot by the examiner.

Suggested Readings:

Williams E. Richards, "The Animator's Survival Kit", Faber 3rd Edition.

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SEMESTER I
COURSE CODE: BVAP-1116
CREATIVE DESIGN- I

Course Outcomes:

The objective of this course is to acquaint students with the design process from idea conception, brainstorming, through to digital artwork for print and digital production process.

The application of design principles, use of colour, typographic principles and the best practices required for effective and appealing visual communication as required professionally are covered during the course.

After passing this course the student will be able to:

CO1: Identify and discuss design principles as they apply to visual communication.

CO2: Use simple graphic design tools and techniques such as typography, color composition, masking and color correction.

CO3: Discuss graphic design processes and concepts with professionals in the field.

CO4: Work on simple projects like designing of banners, brochures, matte paintings, movie posters applying fundamentals of graphic designing

SEMESTER I
COURSE CODE: BVAP-1116
CREATIVE DESIGN- I

L - T - P	Max. Marks: 75
0 - 0 - 4	Practical: 60
Time: 3 Hours	CA: 15

Exercises to be implemented (in Adobe Photoshop)

1. Create Digital Rangoli Design
2. Change the background of images
3. Image Manipulation
4. Transform & Distort images
5. Color adjustment of those images (Photo Retouching), creating / restore old images
6. Convert a B&W image into color (Use variation)
7. Make digital painting (Use brush, pencil, smudge etc.).
8. Matte Painting-Composition.
9. Designing movie posters or music album posters,
10. Create logos
11. Design leaflet, business card, letter head, Magazine cover and banner design.
12. Create Gif Animation

Note for the Practical Examiner:

1. Practical Exam is based on the syllabus covered in the subject.
2. The question paper will be set on the spot by the examiner.

Syllabus to be covered for the practical:

UNIT- I

Graphic designing and its objective, difference between raster and vector graphics, importing art work

Photoshop: Introduction to Photoshop and its interface, navigation and all tools, working with basic selections, advanced selections, Working with Layers.

UNIT- II

Tools:- Rectangular Marquee Tool , Move Tool , Polygon Lasso Tool , Magic Wand Tool , Crop Tool, Spot Healing Brush Tool , Healing Brush Tool ,Content aware tool , Patch tool, Brush Tool , Clone Stamp Tool ,Eraser Tool , Gradient Tool (, Blur Tool , Smudge tool , Dodge Tool ,Burn tool , Path Selection Tool , Text Type Tool , Pen Tool ,Rectangle Tool ,Notes Tool , Red eye tool,

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UNIT- III

Photoshop: Refine edges, Grid and Guides, Adjustment Layers, Color Balance, Hue Saturation, Save Selection & Load selection.

Transformation tools (Distort, skew, perspective, warp), Vanishing point

Color Modes, Color Correction, Advanced color correction techniques (levels, Curves, Hue, Saturation etc.)

UNIT- IV

Masking: Quick Masks, Layer Mask, Layers & Layer Blending Modes.

Photoshop filters – Smart Filters, Filter Gallery,

GIF Animation and Timeline

Create images for the web: Exporting images from Photoshop

Suggested Readings:

1. Caplin Steve, “How to Cheat in Photoshop CC: The art of creating realistic photomontages”, Focal Press
2. Danae Lisa, “Adobe Photoshop CC Bible”, Wiley
3. Faulkner Andrew, “Adobe Photoshop CC Classroom in a Book”, Pearson Education
4. Gary David Bouton, “CorelDRAW X7: The Official Guide”, McGraw Hill Education
5. Kogent Learning Solutions Inc. “CorelDraw X7 in Simple Steps”, Dreamtech Press

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SEMESTER I
COURSE CODE: BVAD-1117
FIELD VISIT & REPORT

Course Outcomes:

The objective of the field visit is to help students to know the kind of work environment a studio/Production house has.

After the field visit the students will come to know:

CO1: the real work environment in companies and production houses.

CO2: how projects are done in coordination and cooperation of various teams.

CO3: first-hand knowledge on project workflow and various deliverables.

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SEMESTER I
COURSE CODE: BVAD-1117
FIELD VISIT & REPORT

L – T – P	Max. Marks: 50
0 – 0 – 2	
Time: 3 Hours	

Note: The marks will be awarded to the candidate on the basis of report submitted.

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SEMESTER I
COURSE CODE: BVAD-1118
Minor Project – I

Course Outcomes:

The primary objective of the course is to encourage students not only learn various tools but to develop a creative instinct.

While working on the Minor Project, the students will be able to:

CO1: apply the tools and techniques learnt in the course.

CO2: work on assigned/self-identified design

CO3: Work on simple projects like designing of banners, brochures, matte paintings, movie posters applying fundamentals of graphic designing

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SEMESTER I
COURSE CODE: BVAD-1118
Minor Project – I

L – T – P	Max. Marks: 100
0 – 0 – 4	Practical: 80
Time: 3 Hours	CA: 20

Instructions to the examiner:

The students will be working on a design project based on the subjects studied in the course.

The students need to submit the self-made project at the end of the semester. The marks will be awarded to the student on the basis of quality, theme and creativity showcased in the project delivered.

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SEMESTER II
COURSE CODE: BVAL-2113
INTRODUCTION TO 3D MAYA

Course Outcome

This is an introductory course to learn Autodesk Maya 2015. This course is designed for anyone who wants to learn Autodesk Maya for the first time.

After successful completion of this course, the student will be able to:

1. Understand the interface of Autodesk Maya (Viewports, Pivot, Transformation,)
2. Model a simple object like a Chair or a table
3. Understand the process of texturing and applying color to the modelled object
4. Render a final image of simple objects like Chair and the Table.

SEMESTER II
COURSE CODE: BVAL-2113
INTRODUCTION TO 3D MAYA

L - T - P	Max. Marks: 50
2 - 0 - 0	Theory: 40
Time: 3 Hours	CA:10

Instructions for Paper Setter –

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

UNIT- I

Introduction to the interface of Maya
Creating a Project in Maya, about Project Settings
Saving Files and File Types: about .ma and. mb file types.
Viewing Geometry (Navigation)
Introduction to Creating of Simple primitives, poly

UNIT- II

Transformation of 3D coordinates: World space, object space, and local space, Freeze and reset transformations. QWERTY tool box: About Selection Tool (Q), Move Tool (W), Rotate Tool, (E), Scale Tool (R) and Manipulator Tool (T). Maya user interface, Menu bar, Tool bar, hot box Using the shelf, construction history, hot keys, using the spacebar, manipulating a view, Selecting objects, type of selections. Single selection, adding and subtracting selection Edit menu selection options.

UNIT- III

Using hyper shade, hyper graph, Relationship editor and outliner
The channel box, Layer Editor, Attribute Editor, the connection editor
Duplicating objects duplicate with transform and duplicate special options.
Pivot points, Grouping and Parenting, Working with Shelves, Using layers

UNIT- IV

Introduction to snapping (to grid, point, curves and view planes)
Helpline, command line, range slider, playback controls, script editor, MEL, preferences.
Introduction to materials, Introduction to different Lights, Introduction to camera types.
Rendering a still, Rendering an image sequence

Suggested Readings:

1. Darakhshani Dariush, "Introduction to Autodesk Maya 2015". Autodesk
2. PalamarTodd, "Mastering Autodesk Maya 2016". Wiley

Bachelor of Vocation (Animation)
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SEMESTER II
COURSE CODE: BVAM-2114
SCRIPTING AND SCREENPLAY

Course Outcomes:

The objective of this course is to acquaint students with the storyboard & screenplay process from idea conception, brainstorming, through to digital storyboard & traditional storyboard production process.

After passing this course the student will be able to:

CO1: Understand the concept, script and screenplay process.

CO2: Apply three-act structures in screenplay writing

CO3: Produce a series of cohesive storyboards from a script and identify the shots and camera movements.

CO4: Identify and state common preproduction workflow

CO5: Capable to Discuss Scripting and Screenplay process and concepts with professionals in the field.

SEMESTER II
COURSE CODE: BVAM-2114
SCRIPTING AND SCREENPLAY

L - T - P	Max. Marks: 50
1 - 0 - 1	Theory: 25, Practical: 15
Time: 3 Hours	CA:10

Instructions for Paper Setter -

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

UNIT- I

Understanding Script Writing, searching for writing, writing for radio and television, Writing for Commercial, Elements of good script writing.

UNIT- II

Structure of Script, Genres of Script, Formats for Script Writing, Script breakdown, Storyboard for shoot, Laws for writing, role of a writer, qualities and responsibilities of a writer

UNIT- III

Screenplay: Introduction, Script, Three Act Structure, Act One, Act Two, Act Three, Writing Synopsis (Treatment), Dialogue.

UNIT- IV

Formatting Script for Animation, Basic Guidelines for Animation Screenplays, Casting, Voice Over

Practical: Exercises to be implemented

1. Write a screenplay using 3-act structure
2. Convert a screenplay into Storyboard (Traditional/Digital)

Note for the Practical Examiner:

1. Practical Exam is based on the syllabus covered in the subject.
2. The question paper will be set on the spot by the examiner.

Suggested Readings:

1. Field Syd "Screenplay: The Foundations of Screenwriting", RHUS; Revised ed. edition
2. Vinod Chopra Films "3 Idiots: The Original Screenplay", Om Books

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER II
COURSE CODE: BVAM-2115
2D DIGITAL ANIMATION: FLASH

Course Outcomes:

The objective of this course is to make students ready for creating 2D Animation applying the knowledge gained about fundamentals of designing, and principles of Animation studied in previous semesters.

After passing this course the student will be able to:

CO1: Identify and use various tools in Flash to create vector art and animate it

CO2: Design backgrounds with animated objects where characteristics like colour/position/shape change with respect to time

CO3: To understand the use of various symbols graphic, button and movie and their importance and usage w.r.t. various scenarios

CO4: Effectively use timeline, frames, and key frames to animate objects as well as characters

CO5: Design a cartoon character/basic human character and animate it

CO6: Create a short-animated clip

SEMESTER II
COURSE CODE: BVAM-2115
2D DIGITAL ANIMATION: FLASH

L - T - P	Max. Marks: 50
2 - 0 - 2	Theory: 25, Practical: 15
Time: 3 Hours	CA:10

Instructions for Paper Setter –

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section.

UNIT- I

1. WORKING WITH THE DRAWING & SHAPE TOOLS
 - a. Drawing Shapes in Flash
 - b. Drawing with Primitive Tools
 - c. Comparing Merge Drawing Mode vs. Object Drawing Mode
 - d. Modifying Shapes with the Direct Selection Tool & Sub selection Tool
 - e. Using the Deco Tool
 - f. Using Gradients & Mixing Colors
2. WORKING WITH SYMBOLS
 - a. Understanding the Characteristics of Symbols
 - b. Creating & Editing Symbols
 - c. Exploring Button States & the Button Library

UNIT- II

3. IMPORTING & MODIFYING GRAPHICS
 - a. Importing Bitmap Graphics & Basic Shape Modifications
 - b. Importing & Working with Vector Objects
 - c. Importing a Photoshop File into Flash
4. WORKING WITH TEXT
 - a. Selecting Text & Other Basic Techniques
 - b. Modifying Text Properties
 - c. Breaking Text Apart & Converting Text to Shapes

UNIT- III

5. BASICS OF ANIMATION
 - a. Timeline Basics & Using Layers
 - b. Animating Text with Shape Tweens& Creating Frames & Key frames
 - c. Creating a Frame-by-Frame Animation & Onion Skin
 - d. Using Motion Tweens & Creating a Motion Tween along a Path
 - e. Working with the Motion Editor

UNIT- IV

6. Implementation of 12 Principles of Animation in Flash.
7. Produce in-between poses for animation
8. Export the flash document.

Practical: Exercises to be implemented

1. Create Basic Text animation
2. Incorporate Audio with text
3. Create a background for animation
4. Bouncing Ball animation
5. Flag animation
6. Butterfly animation using path
7. Incorporate audio with character facial animation
8. Create a Cartoon character
9. Character walk cycle

Note for the Practical Examiner:

1. Practical Exam is based on the syllabus covered in the subject.
2. The question paper will be set on the spot by the examiner.

Suggested Readings:

1. Adobe Creative Team, "Adobe Flash Professional CS6 Classroom in a Book", Adobe
2. Georgenes Chris, "How to Cheat in Adobe Flash CC: The Art of Design and Animation", Focal Press

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER II
COURSE CODE: BVAP-2116
CREATIVE DESIGN – II

Course Outcomes:

The objective of this course is to acquaint students with the design process from idea conception, brainstorming, through to digital artwork for print and digital production process.

The application of design principles, use of colour, typographic principles and the best practices required for effective and appealing visual communication as required professionally are covered during the course.

After passing this course the student will be able to:

CO1: Identify and discuss design principles as they apply to visual communication.

CO2: Use simple graphic design tools and techniques such as typography, color composition, masking and color correction.

CO3: Discuss graphic design processes and concepts with professionals in the field.

CO4: Work on simple projects like designing of banners, brochures, matte paintings, movie posters applying fundamentals of graphic designing

SEMESTER II
COURSE CODE: BVAP-2116
CREATIVE DESIGN – II

L - T - P	Max. Marks: 75
0 - 0 - 4	Practical: 60
Time: 3 Hours	CA: 15

Practical: CorelDraw (Exercises to be implemented)

1. Rangoli Design
2. Leaflet Design
3. Business card
4. Letter head
5. Magazine cover
6. Banner design
7. Book Cover Design

Note for the Practical Examiner:

1. Practical Exam is based on the syllabus covered in the subject.
2. The question paper will be set on the spot by the examiner.

Syllabus to be covered for the practical:

UNIT- I

Getting Started with Corel Draw, Explore the Corel Draw Interface, Customize the Workspace.

Tools: -Pick tool - Select, position and transform objects.

Freehand pick tool - Select objects by using a freehand selection marquee. Position and transform objects.

Ellipse tool - Draw circles and ellipses by dragging in the drawing window.

Rectangle tool - Draw squares and rectangles by dragging in the drawing window.

Polygon tool - Draw polygons by dragging in the drawing window.

Star tool - Draw uniform, outlined stars.

Arrow Shapes tool - Draw arrows of various shapes and directions.

Banner Shapes tool - Draw ribbon objects and explosion shapes.

Callout Shapes tool - Draw labels and speech bubbles.

UNIT- II

Text tool - Add and edit paragraph and artistic text.

Drop Shadow tool - Apply shadows behind or below objects.

Extrude tool - Apply 3D effect to objects to create the illusion of depth.

Transparency tool - Partially reveal image areas underneath the object.

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Uniform Fill - Choose a solid fill color for an object by using color palettes, color viewers, color harmonies, or color blends.

UNIT- III

Blend tool - Blend objects by creating a progression of intermediate objects and colors.

Shape tool - Edit a curve object or text character by manipulating nodes.

Free Transform tool - Rotate, skew, mirror, and scale objects.

Smear tool - Change the edge of an object by dragging along its outline.

Crop tool - Remove the areas outside a selection

Knife tool - Slice an object to split it into two SECP - Iarate objects

Eraser tool - Remove unwanted areas in a drawing.

Pen tool - Draw curves in segments, and preview each segment as you draw

UNIT- IV

Drawing: Set Up a Drawing Page, Draw Shapes, Draw Lines, Bezier, Curves, Shape Tool, Include Objects, Working with Fills, Pattern, differentiate between RGB and CMYK color and color settings.

Working with objects: Group and ungroup object, Masking Objects

Working with Text: Working with text tool, Point Text and Paragraph text, Add Text to Objects, Fit Text on a Path, Work with Paragraph Text, Wrap Paragraph text, Work with a Text Style, Insert Special Characters, Spell Check a Documents.

Create a Table, modify a Table, format a Table, and Apply Artistic Effects to Objects. Convert Bitmap Images to Vector Images, Work with Print Styles,

Interactive effect tool: Transparency, Extrude, Envelop, Blend, and Drop Shadow.

Suggested Readings:

1. Gary David Bouton, "CorelDRAW X7: The Official Guide", McGraw Hill Education
2. Kogent Learning Solutions Inc. "CorelDraw X7 in Simple Steps", Dreamtech Press

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SEMESTER II
COURSE CODE: BVAP-2117
3D MODELING (SET AND PROPS)

Course Outcomes:

Students will use computer Maya modeling to explore the principles of 3-dimensional design. Projects involving object, character and architectural modeling will emphasize the aesthetic concepts of spatial proportion (scale, rotation and position).

After successful completion of this course the student will be able to:

CO1: apply knowledge gained about the basic concepts and tools related to 3D production.

(Low Poly & High Poly), loops, Polygon count etc.

CO2: comfortably use basic modelling techniques like Polygon modelling, Nurbs Modelling.

CO3: understand the fundamentals of 3D design

CO4: model set & Props ready for Texturing & Rigging.

SEMESTER II
COURSE CODE: BVAP-2117
3D MODELING (SET AND PROPS)

L - T - P	Max. Marks: 50
0 - 0 - 4	Practical: 40
Time: 3 Hours	CA:10

Practical: Exercises to be implemented

1. Creating all types of Polygon like Cube, Sphere, Cylinder
2. Creating all types of NURBS like NURBS Circle, NURBS Square
3. Create Table Chair, Bed, and LED screen Using polygon
4. Create Flower pot and Guitar using NURBS
5. Creating Doors, Windows frame, Panel using Boolean
6. Import 3D Model File
7. Rendering Model View using Default Render
8. Setting the furniture in rooms according to its requirement
9. Creating Blanket with Bed, curtains and Table Cloth using special modifiers

Syllabus to be covered for the practical:

UNIT- I

Introduction to 3D Maya Modeling: Types of Modeling: Nurbs, polygon, subdivision.

Image plane for Modeling: Create, edit, or position an image plane.

UNIT- II

Duplicating objects duplicate with transform and duplicate special options.

Pivot points, Grouping and Parenting

Introduction to snapping (to grid, point, curves and view planes)

Basic Introduction to Creating of Simple primitives, surface normals,

Polygon Modeling: Polygons (edge, vertex, face, vertex face, UVs), Combining, and splitting, Polygon selection (object mode, sub-object mode: edge, vertex, face, vertex face, UV, edge loop, edge ring, border edge), Create polygon primitives (create polygon primitives interactively from shelf & from create menu), Move, rotate, or scale polygon components,

UNIT- III

Polygon Modeling: Modifying polygon meshes (chamfer, split poly, insert edge loop tool, merge vertex, detach component, extrude, multi-cut, bridge, append to poly, combine, extract, triangulate, quadrangulate, create polygon tool, sculpt geometry, smooth, mirror geometry, Converting poly and subdivision.

UNIT- IV

Nurbs Modeling: What are Nurbs, Components of Nurbs curves, degree of Nurbs curves, Bezier curves. insert knot, reverse curve direction.

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Loft, Revolve Surface, Extruded Surface, Planar Surface, Beveled Surface, Boundary Surface – Combining Techniques– Modeling with Deformers – Editing NURBS Surfaces – Using NURBS Surfacing to Create Polygons – Converting NURBS to Polygons

Suggested Readings:

1. Darakhshani Dariush, “Introduction to Autodesk Maya 2015”. Autodesk
2. Palamar Todd, “Mastering Autodesk Maya 2016”. Wiley

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Session: 2021-22

SEMESTER II
COURSE CODE: BVAD-2118
MINOR PROJECT - II

Course Outcomes:

CO1: The primary objective of this exercise is to help students understand the process of project development.

CO2: While working on projects students learn the importance of delivering time-bound quality work.

CO3: The students also learn to manage projects.

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SEMESTER II
COURSE CODE: BVAD-2118
MINOR PROJECT- II

L - T - P	Max. Marks: 100
0- 0 - 4	Practical: 80
Time: 3 Hours	CA: 20

Note: The students will be working on a design project based on the subjects studied in the course.

The students need to submit the self-made project at the end of the semester. The marks will be awarded to the student on the basis of quality, theme and creativity showcased in the project delivered.

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Session: 2021-22

SEMESTER III
COURSE CODE: BVAL- 3111
INTRODUCTION TO TEXTURING AND LIGHTING IN 3D MAYA

Course outcomes:

On the successful completion of the course students will be able to:

CO1: understand the application of textures on interior, exteriors and 3D character

CO2: understand different types of lighting

CO3: understand lighting in 3d environment i.e. for interior and exterior

SEMESTER III
COURSE CODE: BVAL- 3111
INTRODUCTION TO TEXTURING AND LIGHTING IN 3D MAYA

L - T - P	Max. Marks: 50
2 - 0 - 0	Theory: 40
Time: 3 Hours	CA: 10

Instructions for Paper Setter -

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section.

MAYA TEXTURING

Unit I

Introduction to UV mapping

Types of UV Mapping Automatic UV mapping, Planar UV mapping, Cylindrical UV mapping, Spherical UV mapping, User-defined UV mapping, Camera UV mapping, Transfer UVs between meshes, UV Texture editor overview UV sets: Create UV sets, Switch between UV sets, Duplicate, rename, or delete a UV set, assign a texture to a UV set, Copy UVs from one UV set to another.

Editing UV's in Texture editor: Select UVs, Display a subset of UVs, Display a texture behind the UVs, Delete UVs, Update a texture image after UV modification, Use the UV Texture Editor grid, Save an image of the UV layout, Modify UVs using the UV Lattice Tool, Modify UVs using the UV Smudge Tool, Separate & attach UV shells, Relax UV's, Unfold a UV mesh, Flip or rotate UV shells, Copy UVs,.

Unit II

Maya shader Blinn, Lambert Ocean shader

Texture Map: Color maps, Transparency maps, specular maps, Reflection maps, Bump maps, Displacement maps.

Toon Shading: Assign Fill shader, Assign outline.

Mia X Materials and presets and ambient occlusion

MAYA LIGHTING

Unit III

Introduction to Lighting. Working with Maya Lights 1-Point, Direct, Spot.

Working with Maya Lights 2-Ambient, Area and Volume.

Three Point Lighting and Exterior Lighting.

Cast shadows, decay rate, Previewing lighting and shadows

Creating depth map Shadow, creating ray traced shadows

Unit IV

Creating area light shadows, setting area light visibility,

Creating soft shadows with spot lights

Setting illumination for interiors

Tuning global illumination and Global illumination photons

Using final gather for indirect lighting

Tuning final gather

Suggested Readings:

1. Lanier Lee, “Advanced Maya Texturing and Lighting”, Wiley
2. Birn Jeremy, “Digital Lighting and Rendering”, New Riders; 2 edition

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER III
COURSE CODE: BVAM - 3112
INTRODUCTION TO PHOTOGRAPHY

Course Outcomes:

On successful completion of this course the student will be able to:

CO1: develop good understanding of different types of photography, various camera angles and shot

CO2: application of different elements of exposure and variation of each w.r.t another as the situation demands

CO3: understand and apply various composition techniques of photography

SEMESTER III
COURSE CODE: BVAM - 3112
INTRODUCTION TO PHOTOGRAPHY

L - T - P	Max. Marks: 50
2 - 0 - 1	Theory: 25, Practical: 15
Time: 3 Hours	CA:10

Instructions for Paper Setter -

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

Unit I

Introduction to photography, meaning of Photography and its applications

Types of Photography: Product Photography, Nature Photography, Event Photography, Travel Photography, Sport photography

Unit II

Camera Lens and its Types,

Aperture, Shutter Speed, Depth of Field, Types of Still Camera

Unit III

Different types of camera angles and shots

Camera angles and shots: Low angle, High angle, Dutch tilt, Ariel shot, Close up shot, mid shot, long shot

Unit IV

Composition: Rule of Thirds, Golden Section, Head room, Frame within a frame, Symmetry
Photography golden hours

Suggested readings:

1. Woods Nicole, "Photography: Complete Guide to Taking Stunning, Beautiful Digital Pictures". CreateSpace Independent Publishing Platform
2. Northrup Tony, "Tony Northrup's DSLR Book". Mason Press; 2nd edition

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER III
COURSE CODE: BVAM-3113
STORYBOARDING

Course Outcomes:

The objective of this course is to acquaint students with the storyboard process from idea conception, brainstorming, through to digital storyboard & traditional storyboard production process.

After passing this course the student will be able to:

CO1: Understand the storyboarding process

CO2: Produce a series of cohesive storyboards from a script and identify the shots and camera movements.

CO3: Identify and state common preproduction workflow

CO4: Capable to discuss Storyboard, its process and concepts with professionals in the field.

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Session: 2021-22

SEMESTER III
COURSE CODE: BVAM-3113
STORYBOARDING

L - T - P	Max. Marks: 50
2 - 0 - 1	Theory: 25, Practical: 15
Time: 3 Hours	CA:10

Instructions for Paper Setter -

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

UNIT- I

Storyboard:

Introduction to Storyboard, different styles of storyboard, difference between storyboard and animatic, Advantages of Storyboard in Animation and Anatomy of a Storyboard

UNIT- II

Shot Types: Long Shot or Establishing Shot, Full Shot, Close-up, Medium shot, aerial shot, Extreme Close-up, Sequence, Scene, Shot, Camera Movements, Dialogue, Page Numbering, Flops

UNIT- III

Steps for a Great Storyboard, Medium and target audience, and how this may affect animation processes

Camera movements: -Pan, Tilt, Dolly/Track, Zoom in Zoom out, Whip Pan

UNIT- IV

Preparing Storyboards Using Digital Software: Animatics or Story Reel, Translate the script/story into a series of illustrated frames

Practical: Exercises to be implemented

1. Convert a screenplay into Storyboard (Traditional/Digital)
2. Application of various shots and Camera movements in Storyboard

Note for the Practical Examiner:

1. Practical Exam is based on the syllabus covered in the subject.
2. The question paper will be set on the spot by the examiner.

Suggested Readings:

1. Hart John "The Art of Storyboard", Focal Press.
2. Simon A Mark "Storyboards: Motion in Art", Focal Press.

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER III
COURSE CODE: BVAP - 3114
VIDEO EDITING

Course Outcomes:

On the successful completion of the course students will be able to:

CO1: understand and apply the digital video production process: pre-production, shooting, editing, and post-production.

CO2: apply various video editing tools and techniques

CO3: work on a video editing project

SEMESTER III
COURSE CODE: BVAP-3114
VIDEO EDITING

L - T - P	Max. Marks: 50
0 - 0 - 4	Practical: 40
Time: 3 Hours	CA:10

Exercises to be implemented (Practical)

1. Slideshow of images
2. Synchronize text with audio
3. Create news ticker (lower third)
4. Mash up
5. Create a video includes shots from different angles
6. Create a one-minute short film

Syllabus to be covered for the practical:

Unit I

Introduction: What is Premiere Pro, Why and What for, Concept of Non-linear editing.

Digital video principles: Video formats, frame rates, aspect ratios and Video outputs

Introductory project: Workflow, Adding footage, Time code, Basic, Interface of premiere pro, All panels of premiere (tools, project, monitor, source, Timeline, audio meters, misc.)

Importing and organizing footage: Project, Sequence, Capturing, Importing, Sorting.

Unit II

Basic video editing: Rough editing, Layers, Ripple edit, Slip edit, Razor tool, moving edit, Navigating, understand all Tools on toolbox for editing clips.

Helpful editing techniques: Markers, replacing footage, exporting still, rearranging clips, Targeting, Disconnecting and Offline.

Adjusting clip properties: Rubber band, Position, Anchor, Size.

Playing with time: Speed, Rate, and Backwards

Unit III

Attributes of video: Pixels, Frame rates, HD

Creating moving elements: Layered, Animating and Fading.

Applying video transitions: Applying (various types), Effectively, Default.

Working with audio: Cutting music, Changing and fixing

Applying video effects: Flare, Lightning, Mirror, Making titles, credits and lower thirds

Various effects: adjust, blur, sharpen, channel, Distort, generate, image control, keying, noise, perspective, Stylize, time, transition, transform.

Unit IV

Basic compositing: Compositing, Green (keying)

Color correction: Color balance, color balance (HLS), three-way color corrector, brightness contrast, and Hue saturation **Exporting video:** Sequences, Media encoder, Formats

Introduction to other similar applications: Final cut Pro.

Suggested Readings:

1. Adobe "Adobe Premiere Pro CC Classroom in a Book", Pearson Education India

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SEMESTER III
COURSE CODE: BVAP-3115
3D CHARACTER MODELING

Course Outcomes:

On the successful completion of the course students will be able to:

CO1: create character biped or quadruped

CO2: design clothes, props and hair style

CO3: understand different types of character modelling technique used in gaming, movies

SEMESTER III
COURSE CODE: BVAP- 3115
3D CHARACTER MODELING

L - T - P	Max. Marks: 75
0 - 0 - 4	Theory: 60
Time: 3 Hours	CA:15

Practical: Exercises to be implemented

1. Create biped character (Cartoon, realistic and semi realistic)
2. Create quadruped character

Syllabus to be covered for the practical:

UNIT- 1

Introduction to unit setup
Use of image plane in character modelling
Importance of blue prints
Anatomy study

UNIT- II

Character modeling basics
Instruction for character modeling (Poly count, T pose, Quad faces, loops)

UNIT- III

Understand the Cartoon, realistic and semi realistic character design

UNIT- IV

Model clothes, hair and character assets

Suggested Readings:

Todd Palamar, "Mastering Autodesk Maya 2016". Wiley
DarakhshaniDariush, "Introductionto Autodesk Maya 2015". Autodesk

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER – III
COURSE CODE: BVAP-3116
TEXTURING SETS & PROPS

Course Outcomes:

On the successful completion of the course students will be able to:

CO1: understand different types of UVs.

CO2: texture in Photoshop

CO3: texture all kinds of set and props

SEMESTER – III
COURSE CODE: BVAP-3116
TEXTURING SETS & PROPS

L - T – P	Max. Marks: 50
0 – 0 – 4	Practical: 40
Time: 3 Hours	CA:10

Practical: Exercises to be implemented

1. Texture a wine glass
2. Texture a Note book
3. Texture an interior
4. Texture rusty look exterior

Syllabus to be covered for the practical:

UNIT- 1

UV mapping of the objects.

UV texturing: Preparing the textures from Photoshop for set & props –

Import/Export Texture

UNIT- II

Exporting snapshot (resolution, file format)

UNIT- III

Creating seamless textures

Use of brushes in texturing

UNIT- IV

Understanding of Maps (Normal map, bump map, transparency map, specular map)

Suggested Readings:

Todd Palamar, “Mastering Autodesk Maya 2016”. Wiley

Darakhshani Dariush, “Introduction to Autodesk Maya 2015”. Autodesk

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER – III
COURSE CODE: BVAP-3117
TEXTURING 3D CHARACTER

Course Outcomes:

On the successful completion of the course students will be able to:

CO1: prepare textures for a 3D character

CO2: apply texture to Cartoon (biped) character

CO3: apply texture to realistic (biped) character

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER III
COURSE CODE: BVAP-3117
TEXTURING 3D CHARACTER

L - T - P	Max. Marks: 75
0 - 0 - 4	Practical: 60
Time: 3 Hours	CA:15

Practical: Exercises to be implemented

1. Texture a Biped Character (Cartoon or Realistic)

Syllabus to be covered for the practical:

UNIT- 1

UV texturing: Preparing the textures from Photoshop for Biped character –
UV mapping of the biped character

UNIT- II

Painting & Compositing the Complex Textures, Painting the Face and Body Textures,
Painting the Clothing Textures

UNIT- III

Creating seamless textures
Use of brushes in texturing

UNIT- IV

Exporting snapshot (resolution, file format)

Suggested Readings:

Todd Palamar, “Mastering Autodesk Maya 2016”. Wiley
Darakhshani Dariush, “Introduction to Autodesk Maya 2015”. Autodesk

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SEMESTER III
COURSE CODE: BVAD-3118
MINOR PROJECT - III

Course Outcomes:

CO1: The primary objective of this exercise is to help students understand the process of project development.

CO2: While working on projects students learn the importance of delivering time-bound quality work.

CO3: The students also learn to communicate and work in teams.

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER III
COURSE CODE: BVAD- 3118
MINOR PROJECT - III

L - T - P	Max. Marks: 100
0- 0 - 4	Practical: 80
Time: 3 Hours	CA: 20

Note:

The students will be working on a design project based on the subjects studied in the course.

The students need to submit the self-made project at the end of the semester. The marks will be awarded to the student on the basis of quality, theme and creativity showcased in the project delivered.

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER – IV
COURSE CODE: BVAL-4111
MAINTAINING WORKPLACE HEALTH AND SAFETY

Course Outcomes:

On the successful completion of the course students will be able to:

CO1: understand various workplace-related hazards, emergency situations

CO2: understand and observe safety guidelines

CO3: will learn to know the types, symptoms and ways to handle medical conditions

SEMESTER – IV
COURSE CODE: BVAL-4111
MAINTAINING WORKPLACE HEALTH AND SAFETY

L - T – P	Max. Marks: 50
2– 0 – 0	Theory: 40
Time: 3 Hours	CA: 10

Instructions for Paper Setter -

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

Unit I

Importance of High Standards of Health and Safety at workplace

Identification of health and Safety hazards

Identification of people responsible for health and safety and mechanisms to reach out to them

Unit II

Ensuring the success of safety and health management system: monitoring, reporting various incidents and revision of plan.

Types of emergencies, Emergency plans, Evacuation and other emergency procedures in case of fire, flood, earthquake etc.

Unit III

Fire safety in the workplace, Different types of fire extinguishers, classification and usage

Medical assistance in case of health, symptoms and first aid for different medical conditions like cardiac failure, choking, unconsciousness etc.

Unit IV

Safety guidelines of System/equipment and machines, various safety symbols: meaning and importance.

Governmental norms and regulations regarding Health and Safety at workplace

A fire drill exercise

Suggested Readings:

1. Schneid D. Thomas, “Workplace Safety and Health: Assessing Current Practices and Promoting Change in the Profession (Occupational Safety & Health Guide Series)”, CRC Press; 1 Edition
2. Gupta A.K, “Industrial Safety and Environment Paperback”, Laxmi Publications; Second edition

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER – IV
COURSE CODE: BVAM-4112
CAMERA TECHNIQUES

Course Outcomes:

On successful completion of this course the student will be able to:

CO1: utilize various camera techniques, settings to the best as per requirement of the shoot

CO2: understand different type of angle and shots and how to take the same using camera

CO3: differentiate between various types of lighting and requirement of the same as per the shoot

CO4: handle the camera, its equipment and use of monitor during shoot.

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER – IV
COURSE CODE: BVAM-4112
CAMERA TECHNIQUES

L - T – P	Max. Marks: 50
1– 0 –1	Theory: 25 Practical: 15
Time: 3 Hours	CA: 10

Instructions for Paper Setter -

Eight questions of equal marks are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

Unit I

Digital Photography: Introduction
Camera Techniques and its uses
Different types of Color profiles (Natural, Portrait, Landscape etc.)

Unit II

Creative white balance
Nature Photography with different angles
Using Marcos in an indoor and outdoor setting
Different types of image and video format

Unit III

Time lapse shots
Image editing and standard image formats
Advanced editing techniques in product photography
Lighting: Three point of lighting techniques, Types of lights used according to the shoot.

Unit IV

Travel Photography
Sport Photography
Crew: Handling the camera and its equipment, clapper board, use of monitor during shoot. Picture Composition.

Note for the Practical Examiner:

1. Practical Exam is based on the syllabus covered in the subject.
2. The question paper will be set on the spot by the examiner.

Suggested Readings:

1. Woods Nicole, "Photography: DSLR Photography Secrets and Tips to Taking Beautiful Digital Pictures", CreateSpace Independent Publishing Platform

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER – IV
COURSE CODE: BVAM-4113
AUDIO EDITING

Course Outcomes:

On successful completion of this course the student will be able to:

CO1: understand the basic sound editing techniques

CO2: record and manipulate and clean-up audio

CO3: apply various audio effects

CO4: edit a recording and add background music

SEMESTER – IV
COURSE CODE: BVAM-4113
AUDIO EDITING

L - T – P	Max. Marks: 50
1 – 0 – 1	Theory: 25, Practical: 15
Time: 3 Hours	CA:10

Unit I

INTRODUCTION: Role of Sound effects in movies, Role of sound in film, Storytelling through sound, Analog and digital audio, Supported File Types, understanding various digital audio formats like .WAV, .MP3, etc.,

Unit II

FOUNDATIONS OF AUDACITY Introduction to Audacity, Audacity Interface, Audacity Setup & Configuration, Preferences, Toolbars, Audio Tracks, Waveform View, Level Meters Playing and Recording, Importing and Exporting Audio files

Unit III

TOOLS: Selection, Envelope, Draw, Zoom, Time Shift, Multitool

MANIPULATING AUDIO: Selecting audio, Copy and Paste a section of audio, trim/crop, mute, insert silence, Clips - individual sections within an Audio Track, Splitting and Joining Stereo Tracks, Zooming Overview and Vertical Zooming, creating a Crossfade, Mixing Audio Tracks

Unit IV

AUDIO EFFECTS: Amplify, Change Pitch, Delay, Distortion, Echo, Fade in, Fade Out, Invert, Noise Reduction, Normalize, Equalize, Repeat, Reverb, add watermarks, Adding Background music

Practical Submissions: -

1. Record one-minute voiceover using microphone
2. Editing the recording and add background music

Note for the Practical Examiner:

3. Practical Exam is based on the syllabus covered in the subject.
4. The question paper will be set on the spot by the examiner.

Suggested Readings:

1. Schroder Carla, "The book of Audacity", No Starch Press; 1 edition

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER – IV
COURSE CODE: BVAP-4114
LIGHTING AND RENDERING

Course Outcomes:

On successful completion of this course the students will be able to:

CO1: understand the different type of lighting

CO2: light an interior or exterior

CO3: render properties and output

SEMESTER – IV
COURSE CODE: BVAP-4114
LIGHTING AND RENDERING

L - T - P	Max. Marks: 75
0 - 0 - 4	Practical: 60
Time: 3 Hours	CA:15

Practical Exercises:

Lighting & rendering for the given scene

1. 3 Point lighting on a character
2. Lighting of an interior or exterior

Syllabus to be covered for the practical:

Unit I

Lighting: Light and Shadow in real world – indirect vs global illumination – default lighting- direct light sources –reflection & refraction of light. Setup light source –spot, area or directional light

Unit II

Create, group & modify light in scene with light editor: create and group lights – snap lights to object. Adjust lighting: turn default light on or off – adjust light source attributes – control area lights – control spot lights – glows, halos, and lens flares – shadow catching – remove shadows.

Unit III

Image based lighting, Physical sun & sky, mia exposure photographic lens
Hardware, software, and mantal ray render, Camera setup: create and use camera – camera types – framing objects with camera –locking current camera – focus and blur – panning and zooming. Quality, render speed diagnostics – tessellation and approximation: rendering methods – render outputs: color, Mask (alpha) and depth channels – file formats – output location – aspect ratio - render passes.

Unit IV

Rendering: Working with cameras, Software rendering, Hardware rendering., Mental Ray rendering. Batch rendering

Suggested Readings:

Todd Palamar, “Mastering Autodesk Maya 2016”. Wiley
Darakhshani Dariush, “Introductionto Autodesk Maya 2015”. Autodesk

Bachelor of Vocation (Animation)
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SEMESTER – IV
COURSE CODE: BVAP-4115
MOTION GRAPHICS

Course Outcomes:

On successful completion of this course the student will be able to:

CO1: understand the interface and workflow of a motion graphic project

CO2: use layers, green screen, color correction, text and tile effects

CO3: apply rendering & different outputs for various platforms

SEMESTER – IV
COURSE CODE: BVAP-4115
MOTION GRAPHICS

L - T - P	Max. Marks: 75
0 - 0 - 4	Practical:60
Time: 3 Hours	CA:15

Practical based on the following syllabus:

1. Create and Animate text
2. Build a Custom Transition
3. Create 2D slide show
4. Create visual effects
5. Create Animated backgrounds

Syllabus to be covered for practical:

Unit I

Introduction to After-effects
Key-framing and Transform
Workflow, Exporting and File Formats
Masks, Layer Modes, Basic Effects

Unit II

Understanding Animation basics in after effects, Introduction to graph editor
Layer Properties, 3D Layers, adjustment layer & Null
Nesting, Pre-composing
Non-destructive Workflow

Unit III

Color Correction in After Effects
Manipulating Footage
Green Screening
Text & Title effect

Unit IV

Rendering: Fundamentals of rendering and exporting, Using Render Queue.
Exporting still images and sequences, Learning output formats

Suggested Readings:

1. Adobe “Adobe After Effects CC Classroom in a Book”, Pearson Education India
2. Perkins Chad, “How to Cheat in After Effects”, Focal Press.

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER – IV
COURSE CODE: BVAP-4116
3D CHARACTER ANIMATION USING MAYA

Course Outcomes:

On the successful completion of the course students will be able to:

CO1: effectively use timeline, frame rates and key framing for creating realistic animation

CO2: apply principles of animation to the 3d animation

CO3: animate a character with expressions, dialogues and audio

CO4: animate character walk cycle

SEMESTER – IV
COURSE CODE: BVAP-4116
3D CHARACTER ANIMATION USING MAYA

L - T - P	Max. Marks: 100
0 - 0 - 4	Practical: 80
Time: 3 Hours	CA: 20

Note: The question paper will be set on the spot by the examiner.

1. Maya Timeline, Manual key & Auto Key
2. Animation Graph editor
3. Play blast
4. Principles of Animation in MAYA
5. Create a character and animate it
6. Create a Walk cycle
7. Animating a character using Blocking Techniques
8. Creating an interaction between two characters
9. Creating and Animating grappling hook
10. Creating a Character poses using blend shapes
11. Creating Anatomy of expression for facial Animation
12. Facial expressions' animation
13. Creating and Animating realistic eyes
14. Creating and Animating a dialogue scene
15. Incorporate music / audio assets to a character

Suggested Readings:

1. Williams E. Richards, "The Animator's Survival Kit", Faber 3 edition.
2. Roy Kenny, "How to Cheat in Maya 2014: Tools and Techniques for Character Animation", Focal Press
3. Rodriguez David, "Animation Methods", CreateSpace Independent Publishing Platform

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER – IV
COURSE CODE: BVAD-4117
MINOR PROJECT - IV

Course Outcomes:

On successful completion of this course the student will be able to:

CO1: apply various tools and techniques studied during the first two years on a practical usage

CO2: will get experience of specific requirements and outcome of different stages of any 2D/3D project

CO3: get to know how to tailor the project as per the target audience and make it more realistic and relevant

Bachelor of Vocation (Animation)
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SEMESTER – IV
COURSE CODE: BVAD-4117
MINOR PROJECT IV

L - T – P	Max. Marks: 100
0– 0 – 6	Practical: 80
Time: 3 Hours	CA:20

During Semester-IV, the students need to submit an animation project prepared using techniques and tools taught during the course (Adobe Photoshop, Adobe Illustrator, Corel Draw, Adobe Flash, Adobe Premiere, Autodesk Maya and Adobe After effects).

Following points should be taken care of while working on project:

1. Students can choose themselves the subject matter and scenes
2. A project can be done jointly by maximum of two students
3. Minimum of 750 frames
4. Use at least two different software
5. Effective use of cameras, focus on viewers' attention
6. Project report showcasing the stages of the project

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER V
COURSE CODE: BVAL - 5111
ELECTRONIC MEDIA

Course Outcomes:

On the successful completion of the course students will be able to:

CO1: comprehend different forms of electronic and print media

CO2: how writing/broadcasting works on different types of media

CO3: understand various techniques ranging from editing, production to distribution.

SEMESTER V
COURSE CODE: BVAP- 5111
ELECTRONIC MEDIA

L - T – P	Max. Marks: 50
4– 0 – 0	Theory: 40
Time: 3 Hours	CA: 10

Instruction to the paper setter: Eight questions of equal marks (specified in the syllabus) are to be set, two from each of the four units. Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question can be attempted from any of the sections.

Unit - I

1. Evolution and growth of Electronic Media (Radio, TV)
2. Characteristics of various Electronic Media (Radio, TV)
3. Radio vs. TV
4. Print vs. Electronic Media

Unit - II

5. Effect of Electronic Media on Culture and Society
6. Broadcasting Writing Technique and Style
7. Script Formats
8. Editing

Unit - III

9. Principles of Video Production
10. Basic TV Production Techniques
11. Production Team
12. Camera Crew

Unit - IV

13. Types of Cameras
14. Budgeting
15. Channel Analysis, Media Appreciation – Film review
16. Distribution of Films
17. Introduction to Editing Software – Adobe Premiere, After Effects, Sound Forge.

Suggested Readings:

1. Electronic Media: An Introduction, “Lynne S. Gross (Author)”, McGraw-Hill
2. India's communication revolution, “Arvind Singhal, Evertt M. Rogers”, Sage India

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER V

COURSE CODE: BVAL – 5112

**3D ARCHITECTURE VISUALIZATION USING 3D MAX (INTERIOR AND
EXTERIOR DESIGNING)**

Course Outcomes:

On the successful completion of the course students will be able to:

CO1: model, edit and texture an interior

CO2: model, edit and texture an exterior

CO3: do scene compositing, camera animation and rendering interior/exterior

SEMESTER V
COURSE CODE: BVAL - 5112
3D ARCHITECTURE VISUALIZATION USING 3D MAX (INTERIOR AND EXTERIOR DESIGNING)

L - T - P	Max. Marks: 50
4- 0 - 0	Theory: 40
Time: 3 Hours	CA: 10

Instruction to the paper setter: Eight questions of equal marks (specified in the syllabus) are to be set, two from each of the four units. Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question can be attempted from any of the sections.

Unit- I

1. Basic introduction of 3ds Max software
2. Understanding viewports and tool options
3. Modeling Fundamentals
4. Types of modeling (Spline and Polygon modeling)
5. Tools and Techniques in depth

Unit- II

6. Props Modeling
7. Texturing Fundamentals
8. Understanding different types of Materials
9. Advanced Texturing

Unit-III

10. Working on UVW Unwrap
11. Lighting Techniques (different types of lights)
12. 3 Point lighting techniques
13. Indoor & outdoor lighting

Unit-IV

14. Camera Animation
15. Scene Composition
16. Rendering techniques
17. Scan Line, Mental & V-Ray Rendering
18. Create exterior or interior model

Suggested Readings:

1. Architectural Rendering with 3ds Max and V-Ray, "Enrico Eggert", Markus Kuhlo
2. Autodesk 3ds Max 2017: A Comprehensive Guide, "Sham Tickoo" BPB Publications

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER V

COURSE CODE: BVAM - 5113

FILM DIRECTION AND DOCUMENTARY

Course Outcomes:

On the successful completion of the course students will be able to:

CO1: understand history, aesthetics, challenges and opportunities in documentary making

CO2: develop a project from story idea, screen crafting, analysis, production & post production

CO3: handle camera and staging while shooting the documentary

SEMESTER V

COURSE CODE: BVAM - 5113

FILM DIRECTION AND DOCUMENTARY

L - T - P	Max. Marks: 100
2- 0 - 2	Theory: 40 Practical: 40
Time: 3 Hours	CA: 20

Instruction to the paper setter: Eight questions of equal marks (specified in the syllabus) are to be set, two from each of the four units. Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question can be attempted from any of the sections.

Unit- I

Introduction, history, and future: The Director's Role, A brief And Function History of Documentary; Aesthetics and authorship: Authorship Challenges and Opportunities, Reconstruction, and docudrama, Documentary Theory, Project: Critical writing

Unit - II

Identity and authorship: Project: Recognizing your Creative Identity, Developing Your Story Idea; Screen craft: Screen Grammar, Project: screen craft Analysis, Projects; Basic Production

Unit- III

Production: Camera Equipment and Shooting Procedure, Lighting, Location Sound and Postproduction: Designing a Structure, Editing, Using Music and Working with a Composer, Fine Cut to Sound Mix

Unit-IV

Shots, 180-Degree Rule, 30-Degree Rule, Screen Direction, Film-Time, Compression; Organizing Actions in a Dramatic Scene; Staging: Patterns of Dramatic Movement, Changing the Stage within a Scene, Staging as Part of a Film's Design, Working with a Location Floor Plan; Camera: The Camera as Narrator, Objective Camera, Subjective Camera, Shot Lists, Storyboards and Setups

Suggested Readings:

1. Documentary Storytelling: Creative Nonfiction on Screen, "Sheila Curran Bernard", Focal Press
2. Making Documentary Films and Reality Videos: A Practical Guide to Planning, Filming, and Editing Documentaries of Real Events, "Barry Hampe", Holt Paperbacks
3. Video production, "VasukiBelavadi", Oxford University Press India;
4. Television production handbook, "Herbert Zettl", Cengage Learning

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER V
COURSE CODE: BVAP - 5114
ACTING FOR ANIMATION

Course Outcomes:

On the successful completion of the course students will be:

CO1: able to understand the importance of observation, emotion and expressions to make any animation project life-like

CO2: able to observe surrounding, how people behave, enact and react

CO3: aware of the body language, facial expressions and voice modulation while animating characters

SEMESTER V
COURSE CODE: BVAP – 5114
ACTING FOR ANIMATION

L - T - P	Max. Marks: 100
0– 0 – 6	Practical: 80
Time: 3 Hours	CA: 20

Note for practical examiner: Paper will be set on the spot by practical examiner.

Practical Submissions: -

Animation with dialogue & expressions (minimum 500 frames) Using Adobe Flash or Maya

Syllabus to be covered for practical:

UNIT - I

Essential of Acting Concepts: ACTING - Basic Performance skills, physical preparation
VOICE, SPEECH & MUSIC - Exercises that focus on breathing, humming, pitch, volume and singing

UNIT- II

IMPROVISATION & ACTING - Through improvisation, both silent and word-oriented, learning to see, hear, believe, react, observe and concentrate.
Facial expressions & Lip synchronization: How to use Character's body, voice and imagination?

UNIT- III

How to be aware of Character's body, facial expressions and to concentrate on its rhythm, enter space and loosen their limbs
Acquiring acting skills through sessions focused on an understanding of the self.
Mimicking & Voice Modulation

UNIT- IV

Directing Animation:
Developing a Story for Animation, Scripting & Storyboarding
Fundamentals of Cinematography – Camera Angles, Lighting & creating mood, Shots, Screenplay

Suggested Readings:

1. Acting for Animators – Ed Hooks Publisher: Heinemann Drama; Revised edition
2. The artist's complete guide to facial expressions – Gary Gaigin Publisher: Watson-Guptill

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER V

COURSE CODE: BVAP - 5115

**3D ARCHITECTURE VISUALIZATION USING 3D MAX (INTERIOR AND
EXTERIOR DESIGNING) PRACTICAL**

Course Outcomes:

On the successful completion of the course students will be able to:

CO1: model, edit and texture an interior

CO2: model, edit and texture an exterior

CO3: do scene compositing, camera animation and rendering interior/exterior

Bachelor of Vocation (Animation)
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SEMESTER V

COURSE CODE: BVAP - 5115

**3D ARCHITECTURE VISUALIZATION USING 3D MAX (INTERIOR AND
EXTERIOR DESIGNING) PRACTICAL**

L - T - P	Max. Marks: 100
0 - 0 - 6	Practical: 80
Time: 3 Hours	CA: 20

Practical based on Paper BVAL – 5112

Practical submission:

1. Create an interior design (Drawing room, classroom, lab etc.)
2. Create an exterior design (exterior of house/college campus etc.)

Note: The question paper will be set on the spot by the examiner.

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER V
COURSE CODE: BVAD - 5116
MINOR PROJECT - V

Course Outcomes:

On successful completion of this course the student will be able to:

CO1: apply various tools and techniques studied during the course on a practical usage

CO2: will get experience of specific requirements and outcome of different stages of the project

CO3: get to know how to tailor the project as per the target audience and make it more realistic and relevant

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER V
COURSE CODE: BVAD - 5116
MINOR PROJECT - V

L - T - P	Max. Marks: 100
0- 0 - 6	Practical: 80
Time: 3 Hours	CA: 20

Project submission:

1. Project Report
2. The student has to submit a: -
 - a) Short film or
 - b) Documentary or
 - c) Promotional filmby applying various tools/techniques learnt during the semester.

Bachelor of Vocation (Animation)
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SEMESTER VI

COURSE CODE: BVAL - 6111

PUBLICITY DESIGNING AND MEDIA LAWS

Course Outcomes:

On successful completion of this course the student will be able to:

CO1: understand digital media form, media laws concerning digital art.

CO2: understanding plagiarism, laws to enforce digital art protection in India

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER VI
COURSE CODE: BVAL – 6111
PUBLICITY DESIGNING AND MEDIA LAWS

L - T – P	Max. Marks: 50
4– 0 – 0	Theory: 40
Time: 3 Hours	CA: 10

Instruction to the paper setter: Eight questions of equal marks (specified in the syllabus) are to be set, two from each of the four sections. Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question can be attempted from any of the sections.

UNIT- I

Different media used for publicity: Digital media: Internet Websites, Social media, online advertisements etc.

UNIT- II

Print media: Newspapers, Magazines, Hoardings, posters etc.

UNIT- III

Media laws: Media and its uses in legal context, Copyright act: Current Laws for copyright, legal consequences of breaching copyright, Contempt of court – Civil and Criminal contempt, Plagiarism, Defamation.

UNIT- IV

Copy rights in India: Legal definition, Types of copyrights, Infringement and consequences

Suggested Readings:

1. Truth, Lies and Advertising: The Art of Account Planning by John Steel, Publisher - Wiley.
2. Bare Acts of Indian Copyright Act, Contempt of Court Act.

Bachelor of Vocation (Animation)
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SEMESTER VI
COURSE CODE: BVAL - 6112
CAREER MANAGEMENT FOR ANIMATION

Course Outcomes:

On completion of this course, the students will:

CO1: learn formal/informal ways of communication and presentation

CO2: learn to make creative use of skills like digital resume/ motion graphics to advantage

CO3: learn to use various platforms available to increase visibility and opportunities

Course Outcomes:

SEMESTER VI

COURSE CODE: BVAL- 6112

CAREER MANAGEMENT FOR ANIMATION

L - T - P	Max. Marks: 50
4- 0 - 0	Theory: 40
Time: 3 Hours	CA: 10

Instruction to the paper setter: Eight questions of equal marks (specified in the syllabus) are to be set, two from each of the four sections. Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question can be attempted from any of the sections.

UNIT- I

Career opportunities in Animation:

Exploring different opportunities in Animation, A list of local, national, and international studios Existing studios and Industries which require animation

UNIT- II

Formal Communication: Etiquettes of Public speaking, Business meetings, Telephonic communication, Email etiquettes.

Informal Communication: Introduction, expressing gratitude, expressing regret, Apologize, Resolving conflicts.

Presentation Skills: Preparing presentation, making presentation meaningful and engaging, making effective use of the visual aid, interacting with audiences, dealing with queries from the audiences.

UNIT- III

Creative use of Animation: Prepare a Digital resume, prepare a Motion graphic resume

Preparing for Interviews: Key factors for being successful in an interview, body language, confidence, subject expertise

UNIT- IV

Awareness of various platform for enhancing skills and professional growth

Creating Account on websites like animation express, bloggers.com, freelance.com, upwork.com for project work

Lifecycle of the project to be developed as a freelancer

Creating and maintaining account on professional networks like LinkedIn for career growth opportunities

Suggested Readings:

1. Chaturvedi PD, Chaturvedi Mukesh," Business Communication: Skills, Concepts, and Applications", Pearson Education India
2. Robin Ryan, "60 Seconds and You're Hired! Revised Edition", Penguin Books
3. Joan van Emden, Lucinda Becker, "Presentation Skills for Students", Palgrave
4. David Barron, "Resume: The Definitive Guide on Writing a Professional Resume to Land You Your Dream Job", CreateSpace Independent Publishing Platform
5. Angela Rose (Author), "LinkedIn in 30 Minutes (2nd Edition): How to Create a Rock-Solid LinkedIn Profile and Build Connections That Matter", I30 Media Corporation; 2nd edition

Bachelor of Vocation (Animation)
Session: 2021-22

SEMESTER VI
COURSE CODE: BVAI- 6113
INDUSTRIAL TRAINING WITH MAJOR PROJECT

Course Outcomes:

On successful completion of this course the student will be able to:

CO1: get exposure on how to work in a professional environment

CO2: understand the division of work and workflow followed to meet deadlines

CO3: apply tools learned during the course

SEMESTER VI
COURSE CODE: BVAI– 6113
INDUSTRIAL TRAINING WITH MAJOR PROJECT

L - T – P	Max. Marks: 200
0– 0 – 18	
Time: 3 Hours	

Following points should be taken care of while working on project:

1. The students have to attend industrial training for the duration of minimum 3 months in any of the following fields: -
 - a) Designing
 - b) Video Editing
 - c) VFX
 - d) 2D Animation
 - e) 3D Animation
2. The duration of the project should be minimum 1500 frames.
3. The project evaluation criteria primarily focus on:
 - a) Effective use of camera and various software tools
 - b) The project (i.e. animated movie/sequence) undertaken must convey the message successfully for which it is undertaken.
 - c) Project Report
 - d) Viva Voce
4. The project report must include:
 - a) Title and abstract overview of the work done during project.
 - b) Brief introduction to the company and specific area of project being carried out.
 - c) Requirements:
 - Hardware and environment needed for the project
 - Various Software/Tools used to make the project
 - d) Project plan: The subject matter/script/scenes as required for the project.
 - e) Implementation of the project: Script Writing, Design, Recording, Audio/Video Editing etc.
5. The project submission includes the following: -
 - a) Training Certificate
 - b) Project Report
 - c) Work files and Final Render

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SEMESTER VI
COURSE CODE: BVAP– 6114
PERSONALITY ENHANCEMENT

Course Outcomes:

On successful completion of this course the student will:

CO1: learn to communicate in a professional environment

CO2: be well groomed with Social & behavioral etiquettes

CO3: be able to appear in interviews confidently

SEMESTER VI
COURSE CODE: BVAP– 6114
PERSONALITY ENHANCEMENT

L - T – P	Max. Marks: 50
0– 0 – 4	Practical: 40
Time: 3 Hours	CA: 10

Instructions for the Examiner

Evaluation will be done by the external examiner. The examination will be conducted by internal examiner/examiners depending upon options offered. The students shall be required to maintain a file containing various documents related to the subject which will be verified by the external examiner.

Corporate Etiquette

- Making a Great First Impression
- Greetings, Introductions, The Art of Small Talk and Conversations
- Polishing Business Manners: Handshake, gifts, visiting cards, humour, office behaviour etc.
- Mastering Cross Cultural Etiquette to deal with Diversity
- Dining Etiquette
- Understanding the Art of Entertaining: Playing a Gracious Host
- Interview Skills
- Social Behaviour & Etiquette

Personality Development

- Self-Esteem & Confidence Building
- Power Dressing: Wardrobe Etiquette
- Grooming for Success
- Body Language, Poise, and Eye Contact
- Pronunciation, Voice Modulation, and Diction
- Assertive Behaviour
- Leadership Qualities
- Handling difficult situations with grace, style, and professionalism

Note: The course would involve interactive sessions, individual and group exercises, role plays, situation-handling, and experience-sharing. Selected video films will complement these.