SUBBALAKSHMI LAKSHMIPATHY COLLEGE OF SCIENCE

An Autonomous Institution

(Affiliated to Madurai Kamaraj University & Re-Accredited with B+ Grade by NAAC)

T.V.R. NAGAR, ARUPPUKOTTAI ROAD, MADURAI-22

Program Outcomes, Program Specific Outcomes & Course Outcomes

B.Sc Animation

BATCH : 2019 -2020

Department of Animation

Programme Code : AN1003

B.Sc Animation

Programme Code : AN1003

ACADEMIC YEAR   2019-2020

(BATCH 2019 -2022)

Programme Outcomes (PO)

Programme Outcomes

1. Knowledge of Media (k2)

2. Design & Development of Art (K6)

3. Ethics & Communication (K3)

4. Modern tool & Usage (K3)

5. Project Management & Team Work (K3)

6. Good Citizenship (K2)

Programme Specific Outcomes (PSO)

Programme Specific Outcomes

The Programme Specific Outcomes of the B.Sc. Animation degree are

- **PSO 1 :** To develop multitasking abilities to create, edit and design multimedia content in a professional environment.

- **PSO 2 :** To understand the Production Pipeline and prepare them for production
  in 2D Animation, 3D Animation and Visual Effects.

- **PSO 3 :** To use innovative tools, techniques and skills necessary for developing multidisciplinary projects.

Course Outcomes (CO)

SEMESTER - I

I B.Sc Animation

Semester	**: I**	**Batch**	**: 2019-2022**
Subject code	**: 19AN103**	**Subject**	**: Graphics Design - Theory**
Internal Marks	**: 25**	**External Marks**	**: 75**
Part	**: III (Core)**	**Credits**	**: 4**

Course Outcomes:

THE STUDENT WILL BE ABLE TO

Co 1: Understand the knowledge of Visual Design

Co 2: Understand the corporate Designs

Co 3: Understand the concept of Multimedia System

Co4: Analyze the Animation Concepts

Co5: Analyze the Animation Production Pipeline

I B.Sc Animation

Semester	**: I**	**Batch**	**: 2019-2022**
Subject code	**: 19AN104**	**Subject**	**: Graphics Design – Practical**
Internal Marks	**: 25**	**External Marks**	**: 75**
Part	**: III (Core)**	**Credits**	**: 4**

Course Outcomes:

THE STUDENT WILL BE ABLE TO

CO 1: Understand the knowledge of Graphic Design Software

CO 2: Understand the Corporate Identity Design

CO 3: Apply the Brochure Design

CO 4: Build the News letter Design

CO 5: Create the Project Designs

I B.Sc Animation

Semester	: I	**Batch**	: 2019-2022
Subject code	: 19AN105	**Subject**	: Digital Art and Design – Practical Subject Code
Internal Marks	: 25	**External Marks**	: 75
Part	: III (Core)	**Credits**	: 4

Course Outcomes:

THE STUDENT WILL BE ABLE TO

CO 1 : Understand the knowledge of Designing Software

CO 2 : Understand the Magazine Advertisement Design

CO 3 : Understand the concept of Color Correction

CO 4 : Analyze the 3 Dimensions in Photoshop

CO 5 : Create the Project Designs

I B.Sc Animation

Semester	: I	**Batch**	: 2019-2022
Subject code	: 19AN106	**Subject**	: Drawing Concepts-Practical
Internal Marks	: 25	**External Marks**	: 75
Part	: III (Allied)	**Credits**	: 4

Course Outcomes:

THE STUDENT WILL BE ABLE TO

CO 1 : Understand the knowledge of Free hand Drawing

CO 2 : Analyze the Perspectives & Layout

CO 3 : Understand the Body Parts and Proportion

CO 4 : Analyze the Color Theory

CO 5 : Understand and create the concept of Painting

I B.Sc Animation

Semester	**: I**	**Batch**	**: 2019-2022**
Subject code	**: 19AN107**	**Subject**	**: Cel Animation – Practical**
Internal Marks	**: 25**	**External Marks**	**: 75**
Part	**: III (Allied)**	**Credits**	**: 3**

Course Outcomes:

THE STUDENT WILL BE ABLE TO

CO 1: Build flip page animation

CO 2: Understand the concept of Cel Animation

CO 3: Analyze the concept of Digital Media

CO 4: Apply the concept of Cel Animation in Animation Software

I B.Sc Animation

Semester	**: I**	**Batch**	**: 2019-2022**
Subject code	**: 19AN108**	**Subject**	**: Roto & Stereo Paint – Practical**
Internal Marks	**: 25**	**External Marks**	**: 75**
Part	**: IV (Skill Based)**	**Credits**	**: 2**

Course Outcomes:

THE STUDENT WILL BE ABLE TO

CO 1: Understand the concept of Rotoscopy

CO 2: Applying the Techniques of Roto

CO 3: Understand the concept of Paint

CO 4: Understand the Concept of Stereo

CO 5: Apply the concept of Roto & Stereo paint and create the project

I B.Sc Animation

Semester	: I	**Batch**	: 2019-2022
Subject code	: 19ANPE110	**Subject**	: Physical Education
Internal Marks	: -	**External Marks**	: 100
Part	: V	**Credits**	: 1

Course Outcomes:

THE STUDENT WILL BE ABLE TO

CO 1: Recall the rules and regulation of track events

CO 2: Memorize the rules and regulations of jump events

CO 3: Remember the rules and regulations of throw events

CO 4: Demonstrate the play skills of outdoor games

CO 5: Demonstrate the play skills of Indian origin games

Course Outcomes (CO)

SEMESTER - II

I B.Sc Animation

Semester	: II	**Batch**	: 2019-2022
Subject code	: 19AN204	**Subject**	: Cartoon Animation – Practical
Internal Marks	: 25	**External Marks**	: 75
Part	: III (Core)	**Credits**	: 4

Course Outcomes:

THE STUDENT WILL BE ABLE TO

CO 1: Understand the digital tools to produce stills and moving images

CO 2: Build the competencies and skills needed for becoming an animator

CO 3: Apply the different approaches and techniques in computer animation

CO 4: Make use of action script and methods of importing/exporting

CO 5: Develop cartoon story animation and e-learning applications

I B.Sc Animation

Semester	: II	**Batch**	: 2019-2022
Subject code	: 19AN205	**Subject**	: Web Design – Practical
Internal Marks	: 25	**External Marks**	: 75
Part	: III (Core)	**Credits**	: 4

Course Outcomes:

THE STUDENT WILL BE ABLE TO

CO 1: Understand the basic knowledge of web design

CO 2: Understand the concepts of HTML & Dreamweaver in website development

CO 3: Applying the concepts of CSS in website production

CO 4: Utilize the graphical elements in the webpage

CO 5: Develop a website

I B.Sc Animation

Semester	: II	**Batch**	: 2019-2022
Subject code	: 19AN203	**Subject**	: Principles of Animation and Media Laws & Ethics - Theory
Internal Marks	: 25	**External Marks**	: 75
Part	: III (Core)	**Credits**	: 4

Course Outcomes:

THE STUDENT WILL BE ABLE TO

CO 1: Define the basics of Animation Principles

CO 2: Illustrate the principles of Animation

CO 3: Classify the concepts of Media laws and ethics

CO 4: Interpret the concepts of Media Regulations in India

CO 5: Explain the concepts of Advertising and Public Regulations

I B.Sc Animation

Semester	: II	**Batch**	: 2019-2022
Subject code	: 19AN206	**Subject**	: Anatomy for Animation – Practical
Internal Marks	: 25	**External Marks**	: 75
Part	: III (Allied)	**Credits**	: 4

Course Outcomes:

THE STUDENT WILL BE ABLE TO

CO 1: Classify the concepts of Human anatomy (Two leg)

CO 2: Outline the concepts of Animal anatomy (Four leg)

CO 3: Illustrate Facial Animation and Lip Sync

CO 4: Draw the Animal Skeleton and Muscles

CO 5: Apply the sketching techniques in Life Model & Caricature

I B.Sc Animation

Semester	: II	**Batch**	: 2019-2022
Subject code	: 19AN207	**Subject**	: Digital Matte Painting – Practical
Internal Marks	: 25	**External Marks**	: 75
Part	: III (Allied)	**Credits**	: 3

Course Outcomes:

THE STUDENT WILL BE ABLE TO

CO 1: Classify the Concepts of Matte Painting

CO 2: Create the layers and Mask for Digital Matte Painting

CO 3: Analyze the importance of Lighting

CO 4: Make use of Colors and Environment Composition

CO 5: Apply the techniques of Digital Matte Painting

I B.Sc Animation

Semester	: II	**Batch**	: 2019-2022
Subject code	: 19ES210	**Subject**	: Environmental Studies
Internal Marks	: 25	**External Marks**	: 75
Part	: IV	**Credits**	: 2

Course Outcomes:

THE STUDENT WILL BE ABLE TO

CO 1: Understand the significances of Multidisciplinary nature of Environmental Studies

CO 2: Inculcate the concept of Natural resources and its associated problems

CO 3: Understand the concept of Environmental Pollution and its Preventive Measures

CO 4: Build the Legal Awareness Relate the Social Issues

CO 5: Build the Legal Awareness

Course Outcomes (CO)

SEMESTER – III

II B.Sc Animation

Semester	: III	Batch	: 2019-2022
Subject code	: 19AN303	Subject	: Basic 3D Concepts - Theory
Internal Marks	: 25	External Marks	: 75
Part	: III (Core)	Credits	: 3

Course Outcomes:

THE STUDENT WILL BE ABLE TO

CO1: Explain the concept of 3D Software

CO2: Interpret the basic knowledge of modeling tools

CO3: Distinguish the various approaches and techniques of Texturing

CO4: Experiment with the Basic Animation tools

CO5: Experiment the basic concepts of Lighting and Camera Techniques

II B.Sc Animation

Semester	: III	Batch	: 2019-2022
Subject code	: 19AN304	Subject	: Advanced Cartoon Animation- Practical
Internal Marks	: 25	External Marks	: 75
Part	: III (Core)	Credits	: 3

Course Outcomes:

THE STUDENT WILL BE ABLE TO

CO1: Identify the Animals Locomotion

CO2: Apply the Animation knowledge of Aqua Creatures

CO3: Apply the concepts of fly cycle (birds and insects)

CO4: Experiment Body Languages in Animation

CO5: Experiment Facial Animation and Lip Sync

Semester	: III	**Batch**	: 2019-2022
Subject code	: 19AN305	**Subject**	: Basic 3D Modeling –Practical
Internal Marks	: 25	**External Marks**	: 75
Part	: III (Core)	**Credits**	: 4

Course Outcomes:

THE STUDENT WILL BE ABLE TO

CO1: Describe the concepts of Industrial Design

CO2: Apply the Polygons for Modeling

CO3: Interpret the significances of Patch Surfaces

CO4: Analyze the concepts of Compound objects and Booleans

CO5: Distinguish the different approaches of Modifiers for Modeling

II B.Sc Animation

Semester	: III	**Batch**	: 2019-2022
Subject code	: 19AN306	**Subject**	: Basic Texturing, Lighting & Rendering–Practical
Internal Marks	: 25	**External Marks**	: 75
Part	: III (Core)	**Credits**	: 4

Course Outcomes:

THE STUDENT WILL BE ABLE TO

CO1: Explain the basic knowledge of Textures, Materials and Shaders

CO2: Apply the concepts of UV Unwrapping

CO3: Experiment the Lighting techniques in the environment

CO4: Experiment the Camera techniques and its parameters

CO5: Analyze the importance of Rendering in the Production

II B.Sc Animation

Semester	: III	**Batch**	: 2019-2022
Subject code	: 19AN307	**Subject**	: Gaming Techniques – Practical
Internal Marks	: 25	**External Marks**	: 75
Part	: III (Allied)	**Credits**	: 3

Course Outcomes:

THE STUDENT WILL BE ABLE TO

CO1: Apply the basic concepts of Gaming Design

CO2: Interpret the User Interface and knowledge of Gaming Assets

CO3: Distinguish the different approaches and techniques in Gaming

CO4: Experiment the Animation in the Scene

CO5: Develop a Game using various tools

II B.Sc Animation

Semester	: III	**Batch**	: 2019-2022
Subject code	: 19AN308	**Subject**	: Videography - Practical
Internal Marks	: 25	**External Marks**	: 75
Part	: III (Allied)	**Credits**	: 3

Course Outcomes:

THE STUDENT WILL BE ABLE TO

CO1: Understand the basic knowledge of Video Camera

CO2: Apply the concepts of Outdoor Lighting

CO3: Experiment the knowledge of Microphone and its features

CO4: Analyze the concepts of Video Editing in production

CO5: Develop a Team Project (Advertisement)

II B.Sc Animation

Semester	: III	**Batch**	: 2019-2022
Subject code	: 19AN310	**Subject**	: Film Appreciation
Internal Marks	: 25	**External Marks**	: 75
Part	: IV (NME)	**Credits**	: 2

Course Outcomes:

THE STUDENT WILL BE ABLE TO

CO1: Define the basics of Film Acting Concepts

CO2: Classify the concepts of Film Analysis

CO3: Explain the knowledge of Film making and its elements

CO4: Demonstrate the significance of Various Media

CO5: Interpret the Film in our own perspective

II B.Sc Animation

Semester	: III	**Batch**	: 2019-2022
Subject code	: 19AN309	**Subject**	: Creating 2D Showreel– Practical
Internal Marks	: 25	**External Marks**	: 75
Part	: IV (Skill Based)	**Credits**	: 2

Course Outcomes:

THE STUDENT WILL BE ABLE TO

CO1: Compare the concepts of 2D animation to produce Quality Show reel

CO2: Inculcate the knowledge of Animation short films

CO3: Understand the significance of Pre-Production

CO4: Understand the Importance of Production and its elements

CO5: Classify the concepts of Post-Production