

DEPARTMENT OF ANIMATION

PG DIPLOMA IN ANIMATION TECHNIQUES - PGDAN1003

DEPARTMENT VISION

To offer globally competent graduates with excellent Animation Skills in Computer Graphics as well as in Film Production Process.

DEPARTMENT MISSION

- To **Provide** world class - Industry oriented curriculum in Digital Arts Computerized Animation.
- To **Prop-up** rich and traditional arts like painting, drawing and sculpting to the younger generation with moral ethics.
- To **Promote** multicultural discipline among students for the growth and development of the Animation Industry.

OBJECTIVES AND OUTCOME OF THE COURSE

Programme Educational Objectives (PEOs):

Our graduates will be able to

PEO 1: Exhibit Fine Arts, Designing, Gaming and Animation skills to succeed in their profession.

PEO 2: Become an entrepreneur by setting up their own studio.

PEO 3: Impart good team spirits with ethical principles and values to work worldwide.

PEO 4: Pursue higher studies in Animation, Film Studies and imbibe a thrust for lifelong learning.

Programme Specific Outcomes (PSOs)

Our graduates will be able to

PSO 1: Multitasking skills allows you to create multimedia content in a professional context.

PSO 2: Coordinate the Graphic Design, 2D & 3D Animation, and Visual Effects production pipelines.

PSO 3: Utilize the new tools, and strategies to create and work on multidisciplinary projects.

COURSE OUTCOMES

Course Code and Course Name	Course Outcomes At the end of this course the students will be able to
22PGAN101- Fundamentals of Animation, Media Laws & Ethics-Theory	CO 1: Define the History, Techniques & Principles of Animation CO 2: Apply the Production Pipeline CO 3: Apply the concepts of Principles of Animation CO 4: Interpret the concepts of IPC & IPR CO 5: Apply the concepts of Media Regulations
22PGAN102 P -Graphics & Digital Design - Practical	CO1: Apply the knowledge of Graphic Design. CO2: Analyse the concept of Corporate Designs. CO3: Evaluate the perception of Photoshop CO4: Illustrate the Dimensions of Advertisement CO5: Create the Portfolio
22PGAN103 P - Cartoon Animation – Practical	CO 1: Understand the digital tools to produce stills and moving images Content 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 creating several type of cartoon animation.

<p>22PGAN104 P - Film Appreciation - Practical</p>	<p>CO1: CO 1: Understand the concepts of watching Films</p> <p>CO 2: Analyze the Elements & Design of Films</p> <p>CO 3: Analyze the Cinematography, Special Visual Effects & Editing techniques in Film.</p> <p>CO 4: Make use of Audio Elements.</p> <p>CO 5: Develop the knowledge & ideas of Film Review.</p>
<p>22PGAN105 P - Drawing for Animation – Practical</p>	<p>CO1: Understand the knowledge of Free hand Drawing</p> <p>CO2: Apply the concept of Drawing in Body Parts</p> <p>CO3: Interpret the Animation history and its types</p> <p>CO4: Experiment with the Cel Animation Techniques and Filmmaking</p> <p>CO5: Apply the Cel Animation concept and create project</p>
<p>22PGAN106 P - Documentary Production – Practical</p>	<p>CO1: Understand the Documentary Writing</p> <p>CO2: Apply the various Techniques of Script Writing</p> <p>CO3: Interpret the various tools and techniques of Pre Production</p> <p>CO4: Understanding the concepts of audio-visual grammar and Lighting Techniques</p> <p>CO5: Distinguish the process of Editing</p>

<p>22PGAN107 P - Audio Production - Practical</p>	<p>CO 1: Understand the basics of audio.</p> <p>CO 2: Interpret the different types of microphones.</p> <p>CO 3: Analyze different DAWs.</p> <p>CO 4: Execute audio recording in Protools Software.</p> <p>CO 5: Practice recording audio tracks for song and short film</p>
<p>22PGAN108 - Mini Project - I</p>	<p>CO 1: Apply the principles learned in Logo Construction.</p> <p>CO 2: Understanding the Concepts of Packaging and Branding.</p> <p>CO 3: Interpret the knowledge in Advertising.</p> <p>CO 4: Explore the experience in the creation of 2D Demoreel.</p> <p>CO 5: Apply the Knowledge of 2D Animation in Marketing.</p>
<p>21PGAN109 P - Communicative English Practical</p>	<p>CO 1: Respond appropriately to a speech act.</p> <p>CO 2: Determine the pragmatic intention of the speaker.</p> <p>CO 3: Integrate Locutionary, Illocutionary and Perlocutionary aspects of communication.</p> <p>CO 4: Practice LSRW Skills.</p> <p>CO 5: Manage Competitive situations in communication.</p>

<p>22PGAN203 - Basic 3D Concepts - Theory</p>	<p>CO1: Explain the concept of UI & Modeling</p> <p>CO2: Interpret the basics of Texturing UVW Mapping</p> <p>CO3: Distinguish the Animation techniques and UVW Editor</p> <p>CO4: Experiment with the Basic Animation tools & MEL</p> <p>CO5: Experiment the Basic concepts of Dynamics</p>
<p>22PGAN204 P - Modeling & Texturing –Practical</p>	<p>CO 1: Describe the concepts of UI & Modeling</p> <p>CO 2: Apply the concept of Polygon & NURBS Model</p> <p>CO 3: Interpret the Textures, Materials & Shaders</p> <p>CO4: Analyze the concepts of Organic modeling</p> <p>CO5: Distinguish the Camera, Light & Rendering techniques</p>
<p>22PGAN205 P - Rigging & Animation – Practical</p>	<p>CO1: Apply the basic tools and concepts of Rigging</p> <p>CO2: Interpret the knowledge of Biped & Quadruped rigging</p> <p>CO3: Distinguish the Automobile Rigging</p> <p>CO4: Experiment with the 3D Animation in the Scene</p> <p>CO5: Apply the controls to Animate complete scene</p>

<p>22PGAN206 P - VFX – Practical</p>	<p>CO1: Manage interface and manipulate Key frames, layer and effects</p> <p>CO2: Apply the basic concepts of Compositing.</p> <p>CO3: Experiment the knowledge of Camera setting & Animating Object movements</p> <p>CO4: Analyze the concepts of Rotoscopy</p> <p>CO5: Develop a VFX Project</p>
<p>22PGAN207 P - Animation Art - Practical</p>	<p>CO1: Classify the concepts of Organic Anatomy</p> <p>CO2: Identify the Animals Locomotion</p> <p>CO3: Apply the Animation knowledge of Aqua Creatures</p> <p>CO4: Experiment Body Languages in Animation</p> <p>CO5: Experiment Facial Animation and Lip Sync</p>
<p>22PGAN208 P - Professional Editing – Practical</p>	<p>CO1: Compare the UI & Evolution of video</p> <p>CO2: Inculcate the workflow of Edit room</p> <p>CO3: Understand the difference between Linear & Non – Linear Editing</p> <p>CO4: Understand the Importance of Sound & Audio</p> <p>CO5: Classify the concepts of Post-Production</p>

22PGAN201 P - Project	<ol style="list-style-type: none"> 1. Apply the principles learned to a specific concept. 2. Complete the tasks required in the stage of Pre-Production 3. Gain the skills of Production stage. 4. Apply the Post-Production based learned skills on live projects 5. Analyze the platform of distribution
22PGAN202 P -Internship	<ol style="list-style-type: none"> 1. Articulate and apply principles learned in and outside of the classroom to a specific internship site. 2. Complete the assignments that encourage in-depth reflection of the internship experience 3. Gain self-understanding, self-confidence and interpersonal skills. 4. Apply the Industry based learned skills on live projects 5. Analyze the level of performance