SJCC
VALUES IN VISUALS

St Joseph College of Communication
Media Village, Changanassery

BA (Hons)
Animation & Visual Effects

Programme Outcome
Course Outcome

St Joseph College of Communication
Media Village, Changanassery
Affiliated to Mahatma Gandhi University, Kottayam, Kerala
Vision: Transforming Media for a Wholesome World
Founded in 2004

BA ANIMATION & VISUAL EFFECTS (HONOURS)

PROGRAMME OUTCOME

COURSE OUTCOME

PROGRAMME OUTCOMES (PO)

PO1: Critical Thinking and Analytical Reasoning: Capability to analyze, evaluate and interpret evidence, arguments, claims, and beliefs based on empirical evidence; reflect relevant implications to the reality; formulate logical arguments; critically evaluate practices, policies and theories to develop knowledge and understanding; able to envisage the reflective thought to the implication on the society.

PO2: Scientific Reasoning and Problem-Solving: Ability to analyze, discuss, interpret and draw conclusions from quantitative/qualitative data and experimental evidence; and critically evaluate ideas, evidence and experiences from an unprejudiced and reasoned perspective; capacity to extrapolate from what one has learned and apply their competencies to solve problems and contextual is into research and apply one's learning to real-life situations

PO3: Multidisciplinary/ Interdisciplinary/ Transdisciplinary Approach: Acquire interdisciplinary /multidisciplinary/transdisciplinary knowledge base as a consequence of the learning they engage with their programme of study; develop a collaborative - multidisciplinary/ interdisciplinary/transdisciplinary approach for formulating constructive arguments and rational analysis for achieving common goals and objectives.

PO4: Communication Skills: Ability to reflect and express thoughts and ideas effectively in verbal and nonverbal ways; Communicate with others using appropriate channels; confidently share one's views and express herself/himself; demonstrate the ability to listen carefully, read and write analytically, and present complex information in a clear and concise manner and articulate in a specific context of communication

PO5: Leadership Skills: Ability to work effectively and lead respectfully with diverse teams; setting direction, formulating a goal, building a team that can help achieve the goal, motivating and inspiring team members to engage with that goal, and using management skills to guide people to the right destination, in a smooth and efficient way.

PO6: Social Consciousness and Responsibility: Ability to contemplate the impact of research findings on conventional practices, and a clear understanding of responsibility towards societal needs and reaching the targets for attaining inclusive and sustainable development.

PO7: Equity, Inclusiveness and Sustainability: Appreciate equity, inclusiveness and sustainability and diversity; acquire ethical and moral reasoning and values of unity, secularism and national integration to enable to act as dignified citizens; able to understand and appreciate diversity, managing diversity and use of an inclusive approach to the extent possible.

PO8: Moral and Ethical Reasoning: Ability to embrace moral/ethical values in conducting one's life, formulate a position/argument about an ethical issue from multiple perspectives, and use ethical practices in all work. Capable of demonstrating the ability to identify ethical issues related to one's work and living as a dignified person in society

PO9: Networking and Collaboration: Acquire skills to be able to collaborate and network with scholars in an educational institution, professional organizations, research organizations and individuals in India and abroad.

PO10: Lifelong Learning: Ability to acquire knowledge and skills, including “learning how to learn”, that is necessary for participating in learning activities throughout life, through self-paced and self-directed learning aimed at personal development, meeting economic, social and cultural objectives, and adapting to changing trades and demands of the workplace through knowledge/skill development/deskilling.

Course Outcomes
BA (Honours)Animation and Visual Effects

Semester-I		
HISTORY OF ANIMATED FILMMAKING AND VFX **Major** Discipline Specific Core (DSC-A)	Co- 1	Recall key events, and milestones in the history of animation and VFX.
	Co- 2	Explain the historical significance of major developments in animation and VFX.
	Co- 3	Utilise historical information to inform creative projects or discussions related to animation and VFX.
	Co- 4	Break down complex animation sequences or visual effects shots to identify individual components and techniques.

EXPLORING VECTOR GRAPHICS Multi-Disciplinary Course (MDC)	Co- 1	Identify basic vector graphics tools and their functions.
	Co- 2	Understand the workflow for creating assets for animation production.
	Co- 3	Demonstrate proficiency in core vector drawing techniques to create character features.
	Co- 4	Assess the impact of their character and background design on the overall animation project.
	Co-5	Conceive and create compelling characters and visually compelling backgrounds for an animation scene.

FUNDAMENTALS OF DRAWING **Minor** Discipline Specific Core (DSC-B)	Co- 1	Recall and identify fundamental drawing techniques, materials, and terminology, demonstrating comprehension of basic concepts such as line, shape, and form in drawing.
	Co- 2	Explain the principles of composition, perspective, and shading in drawing, illustrating comprehension of how these elements contribute to creating visually appealing and realistic drawings.
	Co- 3	Apply learned drawing techniques to create artworks, demonstrating the ability to use various drawing materials effectively and execute basic drawing exercises and assignments.

	Co- 4	Analyse and evaluate the elements of successful drawings, critiquing compositions, shading techniques, and use of perspective to assess strengths and areas for improvement in artworks.
	Co-5	Generate original drawings that showcase a synthesis of learned techniques, demonstrating creativity, proficiency, and individual style in compositions, shading, and perspective.

EXPLORING RASTER GRAPHICS **Minor** Discipline Specific Core (DSC-B)	Co- 1	Recall and define fundamental concepts related to raster graphics, including pixels, resolution, colour modes, file formats and bit depth.
	Co- 2	Summarise the differences between raster and vector graphics, demonstrating an understanding of their unique characteristics and applications.
	Co- 3	Apply image editing techniques using raster graphics software, showcasing proficiency in essential image manipulation tools.
	Co- 4	Evaluate the effectiveness of retouching and restoration techniques in improving the quality of images.
	Co-5	Design practical projects, demonstrating the integration of learned concepts and techniques into real-world applications.

Semester-II		
FOUNDATIONS OF 3D ART **Major** Discipline Specific Core (DSC-A)	Co- 1	Recognize and recall fundamental concepts and terminology related to 3D art.
	Co- 2	Interpret and discuss the significance of various 3D art techniques and materials.
	Co- 3	Demonstrate proficiency in using 3D modelling software to create basic shapes and structures.
	Co- 4	Assess the effectiveness of various artistic decisions in 3D projects, such as choice of materials or composition.
	Co-5	Generate original 3D artworks that demonstrate a synthesis of technical skill and creative vision.

PAINTING WITH PIXELS	Co- 1	Identify and recall fundamental digital painting tools and their functions within various software.

Multi-Disciplinary Course (MDC)	Co- 2	Explain the relationships between different layers, blending modes, and the impact of light, and shadow, on creating depth and realism in digital artwork.
	Co- 3	Analyse and critique peers' work, providing constructive feedback based on artistic principles and technical proficiency.
	Co- 4	Assess the effectiveness of their artwork in evoking emotional responses.
	Co-5	Produce original artworks that serve as a medium to communicate powerful messages and engage viewers in societal discourse.

ART OF CHARACTER CREATION **Minor** Discipline Specific Core (DSC-B)	Co- 1	Recall and describe fundamental concepts in human and animal anatomy relevant to character design.
	Co- 2	Analyse the impact of different styles on character design and recognize the balance between realism and abstraction.
	Co- 3	Apply knowledge of anatomy to create dynamic and expressive character poses.
	Co- 4	Assess the effectiveness of colour choices in conveying character personality and mood.
	Co-5	Develop comprehensive character turnarounds and model sheets demonstrating a deep understanding of design principles.

COLOUR THEORY FOR ANIMATION AND VFX **Minor** Discipline Specific Core (DSC-B)	Co- 1	Recall and identify fundamental colour theory concepts, including primary, secondary, and tertiary colours, as well as the psychological effects of different colours in animation and VFX.
	Co- 2	Comprehend the principles of colour harmony, contrast, and temperature in the context of animation and visual effects.
	Co- 3	Apply colour theory principles to create visually compelling and harmonious colour schemes for animated characters, scenes, and visual effects.
	Co- 4	Analyse existing animations and VFX sequences to evaluate the effectiveness of colour choices in conveying narrative, mood, and atmosphere.
	Co-5	Combine knowledge of colour theory with other elements of animation and VFX to synthesise creative and innovative visual solutions.

Semester-III		
3D BACKGROUND ART **Major** Discipline Specific Core (DSC-A)	Co- 1	Recall terminology and concepts related to 3D background modelling.
	Co- 2	Explain the techniques used in 3D background modelling,including terrain generation and architectural design, interpret how lighting and textures contribute to the atmosphere and mood of a scene.
	Co- 3	Apply principles of environmental design to create immersive and believable worlds.
	Co- 4	Analyse existing 3D backgrounds to identify effective use of colour, texture, and detail.
	Co-5	Design and execute complex 3D background scenes that enhance storytelling and atmosphere.

INTRODUCTION TO ACTING Discipline Specific Core (DSC-A)	Co- 1	Recall and identify fundamental acting principles applied in animation.
	Co- 2	Explain the relationship between emotions, body language, and character portrayal.
	Co- 3	Apply acting techniques that effectively convey specific emotions and actions.
	Co- 4	Analyse and deconstruct scenes to identify how acting choices contribute to character development and storytelling.
	Co-5	Generate original performances by integrating acting principles, showcasing depth, and authenticity.

CLASSICAL ANIMATION Discipline Specific Elective (DSE)	Co- 1	Identify key terminology related to animation, such as keyframes, in-betweens, and timing charts.
	Co- 2	Explain how the principles of animation contribute to creating a sense of movement and realism in animation.
	Co- 3	Demonstrate the ability to create simple animations applying the principles of animation.
	Co- 4	Analyse the impact of timing, spacing, and movement variations on the overall quality and effectiveness of an animation.

	Co-5	Generate original animations that demonstrate a comprehensive understanding and application of animationprinciples, incorporating diverse movements and character actions.

MOTION GRAPHICS Discipline Specific Elective (DSE)	Co- 1	Identify key principles of animation and their application in motion graphics.
	Co- 2	Analyze the relationship between design elements, timing, and motion in creating effective motion graphics.
	Co- 3	Demonstrate proficiency in using industry-standard software tools for motion graphics design.
	Co- 4	Evaluate the effectiveness of motion graphics in conveying messages and enhancing visual content.
	Co-5	Design and produce original motion graphics sequences, showcasing creativity and technical competence.

PRE-PRODUCTION PROCESS Discipline Specific Core (DSC-B)	Co- 1	Recall and summarise foundational concepts and techniques in concept development, scriptwriting, storyboarding, and design.
	Co- 2	Comprehend the principles and theories behind effective storytelling and visual communication in animation preproduction.
	Co- 3	Evaluate the effectiveness of their pre-production materials in communicating the overall vision and narrative intent of the animation project.
	Co- 4	Design comprehensive design sheets that define the visual style of the animation, including character development, environment concepts, and prop design.
	Co-5	Create original storyboards that effectively translate the script into a sequence of visually engaging shots, considering camera angles, pacing, and composition.

COLOUR THEORY Multi-Disciplinary Course (MDC)	Co- 1	Understand the basics of colour perception
	Co- 2	Comprehend the colour wheel and its significance in visual communication and psychology.
	Co- 3	Analyse and apply various colour schemes.

	Co- 4	Develop an eye for aesthetically pleasing colour combinations

PERSONALITY DEVELOPMENT Value Addition Courses (VAC)	Co- 1	Comprehend the significance of effective communication skills in building and maintaining healthy relationships.
	Co- 2	Utilise leadership principles to effectively lead and collaborate in diverse teams.
	Co- 3	Analyse personal goals and develop action plans using SMART criteria for goal setting.
	Co- 4	Assess personal growth and development progress based on self-reflection and feedback from peers.
	Co-5	Develop comprehensive personal development plans that integrate goals, timelines, and actionable steps for growth.

PRE-PRODUCTION TECHNIQUES Discipline Specific Core (DSC-B)	Co- 1	Recall and summarise foundational concepts and techniques in concept development, scriptwriting, storyboarding, and design.
	Co- 2	Comprehend the principles and theories behind effective storytelling and visual communication in animation pre-production.
	Co- 3	Evaluate the effectiveness of their pre-production materials in communicating the overall vision and narrative intent of the animation project.
	Co- 4	Design comprehensive design sheets that define the visual style of the animation, including character development, environment concepts, and prop design.
	Co-5	Create original storyboards that effectively translate the script into a sequence of visually engaging shots, considering camera angles, pacing, and composition.

ART OF EDITING Discipline Specific Core (DSC-B)	Co- 1	Identify and recall key terminology, principles, and techniques associated with video editing.
	Co- 2	Explain the fundamental concepts of video editing, including the editing workflow and the role of different editing styles in storytelling.

	Co- 3	Apply video editing techniques using industry-standard software to create cohesive and visually engaging sequences.
	Co- 4	Analyse and deconstruct edited sequences to understand the creative and technical choices made by editors.
	Co-5	Synthesize acquired knowledge and skills to independently edit video content with a strong emphasis on storytelling.

Semester-IV		
ADVANCED TEXTURING TECHNIQUES Discipline Specific Core (DSC-A)	Co- 1	Recall and identify various advanced texturing techniques learned in the course.
	Co- 2	Explain the principles behind advanced texturing methods, such as procedural texturing and material creation.
	Co- 3	Demonstrate proficiency in using advanced features of texturing software tools to achieve desired effects.
	Co- 4	Evaluate the effectiveness of various texture combinations in achieving desired visual outcomes.
	Co-5	Design and execute original textured assets using advanced techniques to meet specific project requirements or artistic goals.

FUNDAMENTALS OF CINEMATOGRAPHY Discipline Specific Core (DSC-A)	Co- 1	Recall foundational concepts and terminology related to cinematography, including camera angles, shot types, and lighting techniques.
	Co- 2	Explain the significance of cinematography in conveying messages and narratives in film.
	Co- 3	Utilise camera techniques and visual storytelling strategies to effectively communicate social messages while considering diverse audience perspectives.
	Co- 4	Analyse the cinematography of films across different genres, identifying how camera work, lighting, and visual elements contribute to storytelling, character development, and audience engagement.
	Co-5	Design cinematographic projects that effectively convey messages of social justice, equity, and inclusivity.

DIGITAL 2D ANIMATION Discipline Specific Elective (DSE)	Co- 1	Recall the fundamental tools including the timeline, drawing tools, and layer management.
	Co- 2	Explain the significance of cinematography in conveying messages and narratives in film.
	Co- 3	Utilise camera techniques and visual storytelling strategies to effectively communicate social messages while consideringdiverse audience perspectives.
	Co- 4	Analyse the cinematography of films across different genres, identifying how camera work, lighting, and visual elements contribute to storytelling, character development, and audience engagement.
	Co-5	Design cinematographic projects that effectively convey messages of social justice, equity, and inclusivity.

COMPOSITING ESSENTIALS Discipline Specific Elective (DSE)	Co- 1	Recall fundamental terminology related to compositing. Identify common tools and features in industry-standard compositing software.
	Co- 2	Apply acquired knowledge to execute basic compositing tasks. Demonstrate proficiency in using essential compositing software tools.
	Co- 3	Critically assess the aesthetic and technical aspects of completed composites. Evaluate the appropriateness of different compositing techniques for specific visual goals.
	Co- 4	Design and produce original composites, showcasing creativity and technical competence.
	Co-5	Integrate composites seamlessly into various media projects, considering narrative and visual cohesion.

VIDEO EDITING ESSENTIALS Discipline Specific Core (DSC-C)	Co- 1	Identify and recall key terminology, principles, and techniques associated with video editing.
	Co- 2	Explain the fundamental concepts of video editing, including the editing workflow and the role of different editing styles in storytelling.
	Co- 3	Apply video editing techniques using industry-standard software to create cohesive and visually engaging sequences.
	Co- 4	Analyze and deconstruct edited sequences to understand the creative and technical choices made by editors.

	Co-5	Synthesize acquired knowledge and skills to independently edit video content with a strong emphasis on storytelling.

ART OF CREATIVE THINKING Skill Enhancement Course (SEC)	Co- 1	Explain the core principles of creative thinking, including divergent and convergent thinking processes.
	Co- 2	Apply appropriate creative thinking techniques to generate a wide range of ideas for a given challenge.
	Co- 3	Collaborate effectively with peers in brainstorming sessions and group projects, fostering an environment conducive to the exchange and development of innovative ideas.
	Co- 4	Reflect on personal creative processes and experiences, identifying strengths and areas for improvement, and integrating feedback to enhance creative thinking skills.
	Co-5	Create original ideas and solutions through divergent thinking, as evidenced by generating a variety of innovative concepts in response to given prompts or problems.

ENTREPRENEURSHIP AND STARTUP Value Addition Courses (VAC)	Co- 1	Recall and identify fundamental concepts in start-up and business management, including planning, marketing, finance, and operations.
	Co- 2	Demonstrate the ability to apply start-up and business management principles to real-world scenarios, including business model development, marketing strategies, and financial planning.
	Co- 3	Critically assess the feasibility of start-up ideas, analysing market trends, competition, and potential risks
	Co- 4	Assess the effectiveness of business strategies and financial decisions, considering both short-term and long- term implications.
	Co-5	Develop comprehensive business plans, marketing strategies, and financial models for successful start-ups.

INTERNSHIP INT	Co- 1	Apply theoretical knowledge in a practical, real-world setting, enhancing their professional competencies and technical skills.
	Co- 2	Exhibit improved problem-solving abilities and critical thinking skills through the analysis and resolution of workplace challenges.
	Co- 3	Develop and refine their communication and interpersonal skills, effectively collaborating with colleagues and stakeholders in a professional environment.

	Co- 4	Gain a clear understanding of industry standards and expectations, showcasing professionalism and readiness for full-time employment in their field of study.

PRE-PRODUCTION TECHNIQUES Discipline Specific Core (DSC-C)	Co- 1	Recall and summarise foundational concepts and techniques in concept development, scriptwriting, storyboarding, and design.
	Co- 2	Comprehend the principles and theories behind effective storytelling and visual communication in animation pre-production.
	Co- 3	Evaluate the effectiveness of their pre-production materials in communicating the overall vision and narrative intent of the animation project.
	Co- 4	Design comprehensive design sheets that define the visual style of the animation, including character development, environment concepts, and prop design.
	Co-5	Create original storyboards that effectively translate the script into a sequence of visually engaging shots, considering camera angles, pacing, and composition.

ART OF EDITING Discipline Specific Core (DSC-C)	Co- 1	Identify and recall key terminology, principles, and techniques associated with video editing.
	Co- 2	Explain the fundamental concepts of video editing, including the editing workflow and the role of different editing styles in storytelling.
	Co- 3	Apply video editing techniques using industry-standard software to create cohesive and visually engaging sequences.
	Co- 4	Analyse and deconstruct edited sequences to understand the creative and technical choices made by editors.
	Co-5	Synthesize acquired knowledge and skills to independently edit video content with a strong emphasis on storytelling.

Semester-V		
3D CHARACTER ANIMATION	Co- 1	Explain the principles of animation, including squash and stretch, anticipation, and follow-through.
	Co- 2	Demonstrate the use of keyframe animation to create basic character movements.

Discipline Specific Core (DSC-A)	Co- 3	Analyse character animations to identify effective use of animation principles.
	Co- 4	Critique peers' character animations, providing constructive feedback on animation quality and technique.
	Co-5	Develop original character animations that showcase a variety of movements and expressions.

ART OF MINIATURE PHOTOGRAPHY Discipline Specific Core (DSC-A)	Co- 1	Identify key tools and equipment used in miniature photography.
	Co- 2	Understand the historical evolution of miniature photography and its applications in various visual media.
	Co- 3	Implement camera settings and composition principles to capture compelling miniature photographs.
	Co- 4	Evaluate the effectiveness of different camera movements and angles in storytelling for miniature scenes.
	Co-5	Create a final project that integrates advanced techniques demonstrating a mastery of the art of miniature photography.

ART OF STOP MOTION Discipline Specific Elective (DSE)	Co- 1	Identify and recall the fundamental principles of frame-by- frame animation and storytelling in stop motion.
	Co- 2	Explain the significance of timing, pacing, and sequencing in creating effective stop motion narratives.
	Co- 3	Apply basic stop motion techniques to create simple animated sequences using appropriate materials and equipment.
	Co- 4	Analyse and evaluate stop motion animations to identify elements of effective storytelling, animation principles, and technical execution.
	Co-5	Develop collaborative group projects integrating multiple learned skills to produce a cohesive and engaging stop motion animation.

ART OF MINIATURE FILMMAKING Discipline Specific Elective (DSE)	Co- 1	Recall key concepts and terminology related to miniature film making. Recognize different techniques and tools used in creating miniature sets and props for films.
	Co- 2	Interpret the significance of scale in miniature film making and its impact on storytelling. Explain the principles of composition and framing in miniature cinematography.
	Co- 3	Demonstrate proficiency in constructing and designing miniature sets, props, and models for film scenes. Execute techniques for integrating live action footage with miniature elements seamlessly.
	Co- 4	Design and execute original miniature film projects from concept to completion, demonstrating creative vision and technical skill. Innovate new techniques or applications for miniature effects in film.
	Co-5	Design and construct original miniature sets and models for film and television productions.

3D CHARACTER CREATION Discipline Specific Elective (DSE)	Co- 1	Interpret the principles of character anatomy, proportion, and posing to create believable and aesthetically pleasing digital characters.
	Co- 2	Apply industry-standard software tools and techniques to model and texture 3D characters effectively.
	Co- 3	Examine and critique 3D character models to identify areas of improvement in anatomy, topology, and visual appeal.
	Co- 4	Assess the effectiveness of character designs in meeting specified criteria, such as suitability for animation, gaming, or other digital media applications.
	Co-5	Generate original 3D character designs that demonstrate creativity, technical proficiency, and adherence to project requirements and artistic vision.

SHOOTING TECHNIQUES FOR VFX Discipline Specific Elective (DSE)	Co- 1	Recall fundamental terminology related to cinematography and visual effects, including concepts such as green screen, tracking markers, and plate shots.
	Co- 2	Understand the relationship between lighting, camera angles, and VFX elements to achieve realistic and cohesive results.
	Co- 3	Demonstrate proficiency in using equipment and tools that enhance VFX acquisition, such as tracking markers and colour charts.
	Co- 4	Design and execute original VFX-friendly shoots, showcasing creativity and technical competence.

	Co-5	Create and execute a VFX shooting project, incorporating various techniques learned throughout the course.

RIGGING FOR ANIMATION Discipline Specific Elective (DSE)	Co- 1	Explain the significance of proper rigging techniques in facilitating realistic movement and expression for animated characters.
	Co- 2	Apply rigging tools and techniques to create functional character rigs, demonstrating proficiency in joint placement, weight painting, and control setup.
	Co- 3	Evaluate the effectiveness of different rigging solutions for specific character designs, considering factors such as range of motion, deformation, and ease of animation.
	Co- 4	Critically assess the functionality and usability of created character rigs through testing and feedback, refining rigs based on performance and animator input.
	Co-5	Develop original character rigs that meet project requirements, integrating advanced features such as facial rigs, stretchy limbs, and custom control setups.

ADVANCED MATTE PAINTING FOR VFX Discipline Specific Elective (DSE)	Co- 1	Analyse and deconstruct complex scenes to identify opportunities for matte painting, and visual storytelling elements to effectively contribute to the overall visual design of a project.
	Co- 2	Apply advanced matte painting techniques using industry- standard software tools to seamlessly blend live-action footage with digitally painted elements.
	Co- 3	Evaluate the diverse scenarios and consider factors such as scene complexity, integration with live-action elements, and adherence to project specifications.
	Co- 4	Generate high-quality, photorealistic matte paintings for use in film, television, or gaming, showcasing the ability to create immersive environments that seamlessly integrate with live-action footage.
	Co-5	Design and create original matte paintings for complex VFX sequences, incorporating advanced digital painting techniques.

MASTERING PRODUCTIVITY TOOLS Skill Enhancement Course (SEC)	Co- 1	Recall and identify the key features and functions of common productivity tools
	Co- 2	Explain the principles and concepts underlying various productivity tools, including their purpose and how they contribute to efficient work

		processes.
	Co- 3	Demonstrate the practical application of productivity tools in real-world scenarios, including creating documents, managing tasks, and organising information effectively.
	Co- 4	Develop customised solutions using productivity tools, such as creating complex spreadsheets, communicating ideas, information, and insights clearly.

Semester-VI		
DYNAMIC SIMULATIONS Discipline Specific Core (DSC-A)	Co- 1	Recall and identify fundamental concepts and terminology related to dynamic simulation.
	Co- 2	Demonstrate a foundational understanding of the principles behind dynamic simulations, including Newtonian physics, kinematics, and dynamics.
	Co- 3	Apply basic dynamic simulation techniques using industry- standard software tools to create simple animations and simulations.
	Co- 4	Generate virtual environments, demonstrating proficiency in setting up and executing simulations that enhance the visual and interactive aspects of digital content.
	Co- 5	Generate various simulation domains, such as particle systems, rigid bodies, and soft bodies, to create more complex and integrated dynamic simulations that mimic diverse real-world scenarios.

ADVANCED LIGHTING AND RENDERING Discipline Specific Core (DSC-A)	Co- 1	Explain and summarise the principles behind advanced lighting and rendering techniques.
	Co- 2	Implement advanced lighting and rendering techniques using appropriate software tools.
	Co- 3	Examine and differentiate between various lighting and rendering methods in terms of their applications and outcomes.
	Co- 4	Critique and assess the effectiveness and efficiency of different lighting and rendering techniques.
	Co- 5	Design and develop innovative solutions and new techniques for advanced lighting and rendering challenges.

ADVANCED 2D ANIMATION Discipline Specific Elective (DSE)	Co- 1	Execute advanced background animation, employing techniques such as parallax scrolling, atmospheric effects, and dynamic camera movements, to create immersive and visually captivating environments
	Co- 2	Analyse and critique animated sequences to identify areas of improvement and ensure high-quality outcomes.
	Co- 3	Analyse and interpret storyboards to effectively translate static frames into compelling and cohesive animated sequences, ensuring continuity and visual storytelling integrity.
	Co- 4	Produce animatics with sound, effectively integrating audio elements to enhance storytelling, pacing, and emotional impact, showcasing mastery in synchronising animation with sound design
	Co- 5	Apply advanced character animation techniques, incorporating animation principles, demonstrating proficiency in creating lifelike and expressive character movements

MATCH MOVING TECHNIQUES Discipline Specific Elective (DSE)	Co- 1	Recall and identify fundamental concepts and terminology related to match moving, including key terms such as tracking, camera calibration, and object tracking.
	Co- 2	Apply match moving techniques to real-world scenarios by utilising industry-standard software and tools to track cameras, objects, and scenes accurately.
	Co- 3	Evaluate the effectiveness of different match moving approaches and algorithms in diverse situations, considering factors such as scene complexity, lighting variations, and camera movement.
	Co- 4	Generate accurate and visually compelling match moves for integration with computer- generated elements, showcasing the ability to seamlessly blend virtual and real elements in visual effects and animation projects.
	Co- 5	Create and execute match moving projects that involve integrating CG elements into live-action footage.

ANIMATION SHORT FILM Discipline Specific Elective (DSE)	Co- 1	Apply advanced principles of animation, including timing, spacing, and motion dynamics, to create lifelike and expressive animated sequences
	Co- 2	Analyse complex animation sequences and storyboards to identify underlying themes, techniques, and stylistic choices that contribute to the overall impact of an animation film.
	Co- 3	Synthesise multiple elements of animation including character design, sound design, and visual effects to produce a cohesive and engaging

		narrative.
	Co- 4	Evaluate the effectiveness of various animation techniques and storytelling methods by critically analysing both peer and professional works, providing constructive feedback and identifying areas for improvement.
	Co- 5	Create a polished and professional-quality short animation film, demonstrating mastery of advanced animation techniques and storytelling skills.

VFX SHORT FILM Discipline Specific Elective (DSE)	Co- 1	Apply their knowledge and skills to plan, create, and integrate VFX elements into a short film sequence. This involves storyboarding scenes, utilising appropriate VFX software, and effectively compositing VFX elements with live-action footage.
	Co- 2	Analyse the use of VFX in existing films, identifying the various techniques employed and their impact on the narrative, visual style, and overall effectiveness of the film.
	Co- 3	Evaluate the effectiveness of their own VFX work, considering factors such as technical quality and artistic merit of their VFX sequence.
	Co- 4	Create a short film that effectively utilises VFX elements to enhance the visual storytelling and achieve a desired aesthetic.

CAREER DEVELOPMENT & PORTFOLIO BUILDING Skill Enhancement Course (SEC)	Co- 1	Identify various career paths within the Animation and VFX industries and recall current trends and technological advancements in Animation and VFX industries.
	Co- 2	Understand the significance of a strong portfolio in securing employment in Animation and VFX.
	Co- 3	Apply industry knowledge, technical skills, and soft skills to develop a personalised career plan.
	Co- 4	Critically assess personal strengths and areas for improvement in the context of career goals.
	Co- 5	Create effective application materials, including resumes and cover letters, tailored to specific Animation and VFX job opportunities.

ENVIRONMENT & SUSTAINABLE LIVING	Co- 1	Apply knowledge of environment and sustainable living practices to conduct a comprehensive home audit.

Value Addition Courses (VAC)	Co- 2	Analyse the environmental impact of their current lifestyle choices by identifying areas for improvement through the home audit process.
	Co- 3	Evaluate the effectiveness of eco-friendly alternatives and solutions by recommending feasible changes based on audit findings.
	Co- 4	Create a personalised action plan to integrate sustainable practices into your daily routines, homes, and communities.

Semester-VII		
ADVANCED 3D CHARACTER ANIMATION Discipline Capstone Components (DCC)	Co- 1	Interpret and explain the nuances of character acting and emotion portrayal.
	Co- 2	Utilise advanced animation tools and workflows to create professional-quality character animations.
	Co- 3	Critically evaluate character animations for realism, expressiveness, and storytelling effectiveness.
	Co- 4	Judge the quality of animation work based on industry standards and best practices.
	Co- 5	Generate original character animations that demonstrate creativity, technical proficiency, and storytelling ability.

ADVANCED DYNAMIC SIMULATIONS Discipline Capstone Components (DCC)	Co- 1	Recall and articulate advanced concepts and terminology related to dynamic simulations, including fluid dynamics, soft-body dynamics, particle systems etc.
	Co- 2	Apply advanced industry-standard software tools to create intricate and realistic simulations, incorporating features such as fluid interactions, cloth dynamics, and complex particle behaviour.
	Co- 3	Evaluate the effectiveness and visual fidelity of advanced dynamic simulations in replicating complex real-world phenomena, considering factors such as accuracy, computational efficiency, and adherence to project specifications.
	Co- 4	Generate advanced dynamic simulations for use in diverse applications such as film, gaming, virtual reality, or scientific visualisation, demonstrating proficiency in creating sophisticated and visually stunning dynamic effects.
	Co- 5	Generate various simulation domains, combining fluid dynamics with rigid body simulations, cloth dynamics, and other advanced techniques to create integrated and realistic dynamic scenarios.

DIGITAL COLOUR GRADING (DI) Discipline Capstone Components (DCC)	Co- 1	Explain the relationship between colour theory and digital images, and identify the applications of different colour grading styles.
	Co- 2	Apply colour grading tools within the software interface to perform colour correction and achieve simple aesthetic changes to visual storytelling.
	Co- 3	Critically evaluate different colour grading techniques and their suitability for specific situations
	Co- 4	Assess their own work and communicate with clients to incorporate feedback constructively to refine their colour grading skills.
	Co- 5	Generate a polished and visually compelling digital colour grade for a given visual media project, showcasing creativity and originality while adhering to industry standards and client requirements.

3D CHARACTER SCULPTING Discipline Capstone Elective (DCE)	Co- 1	Understand the principles of digital sculpting and how they apply
	Co- 2	Apply various sculpting techniques to create realistic characters.
	Co- 3	Critically evaluate the effectiveness of different sculpting approaches.
	Co- 4	Assess the quality of character sculpts based on anatomical accuracy and realism.
	Co- 5	Produce fully realised character sculpts with attention to detail and realism.

ADVANCED ROTOSCOPE Discipline Capstone Elective (DCE)	Co- 1	Apply advanced rotoscoping techniques and skills using industry-standard tools and software.
	Co- 2	Create and appreciate seamless composites by preparing rotoscoped elements that integrate naturally into composite scenes.
	Co- 3	Evaluate and effectively handle multi-layer rotoscoping projects involving complex scenes and depth, integrating roto elements with 3D environments
	Co- 4	Create an effective integration of roto elements with 3D environments and utilise depth maps accurately.

HYBRID ANIMATION Discipline Capstone Elective (DCE)	Co- 1	Understand how to integrate 2D and 3D animation styles using layers.
	Co- 2	Apply knowledge of 2D and 3D animation techniques to create cohesive hybrid animations.
	Co- 3	Analyse existing hybrid animations, identifying the effective integration of 2D and 3D elements.
	Co- 4	Assess the strengths and weaknesses of their own hybrid animations, utilising feedback to refine their work.
	Co- 5	Produce original hybrid animations that seamlessly blend 2D and 3D elements, demonstrating mastery of the concept.

HYBRID FILMMAKING Discipline Capstone Elective (DCE)	Co- 1	Apply their knowledge and skills to plan, shoot, and edit a short hybrid film project.
	Co- 2	Analyse the creative choices made in successful hybrid films, identifying how filmmakers use CGI to enhance the narrative, visual style, or emotional impact of the story.
	Co- 3	Evaluate the effectiveness of CGI integration in hybrid films, considering factors such as realism, believability, and contribution to the overall storytelling.
	Co- 4	Create a short original hybrid film that effectively combines live-action and CGI elements, showcasing their understanding of the technical and creative aspects of this filmmaking style.

ADVANCED RIGGING Discipline Capstone Elective (DCE)	Co- 1	Explain the principles behind joint hierarchies, IK/FK systems, and muscle rigging.
	Co- 2	Implement advanced control rigs for characters and creatures using the appropriate tools and techniques.
	Co- 3	Analyse rigging problems and troubleshoot issues effectively to improve rig functionality.
	Co- 4	Critique the efficiency and effectiveness of different rigging setups.
	Co- 5	Develop innovative rigging solutions using advanced techniques and automation scripts.

FX MAKEUP Discipline Capstone Elective (DCE)	Co- 1	Summarise the different types of materials, tools, and prosthetics used in FX makeup.
	Co- 2	Demonstrate proficiency in blending and integrating prosthetic appliances seamlessly.
	Co- 3	Identify and troubleshoot common issues encountered during FX makeup application.
	Co- 4	Evaluate the effectiveness of FX makeup in achieving desired character portrayals.
	Co- 5	Develop innovative FX makeup solutions for complex character transformations or special effects requirements.

Semester VIII		
ANIMATION FOR DIVERSE INDUSTRIES Discipline Capstone Components (DCC)	Co- 1	Recognize examples of successful animation applications in education, healthcare, and industrial training.
	Co- 2	Explain the significance of animation in non-media contexts and its potential impact on various industries.
	Co- 3	Apply animation principles to create industry-specific animations for education, healthcare, and industrial training.
	Co- 4	Analyse case studies of successful animation projects in education, healthcare, and industrial training.
	Co- 5	Produce a final animation project that showcases creativity, technical proficiency, and an understanding of diverse industry requirements.

PRODUCT VISUALISATION Discipline Capstone Components (DCC)	Co- 1	Explain the workflow involved in creating a product visualisation animation, from initial concept to final render.
	Co- 2	Implement fundamental VFX techniques like compositing to integrate animation and effects seamlessly.
	Co- 3	Analyse existing product visualisations to identify strengths and weaknesses in terms of animation, VFX, and storytelling.
	Co- 4	Critically compare different animation and VFX approaches for a specific product visualisation project.
	Co- 5	Create a complete product visualisation animation showcasing their skills in 3D modelling, animation, VFX, and compositing.

3D MODELLING FOR GAMING Discipline Capstone Elective (DCE)	Co- 1	Explain the principles behind advanced 3D modelling and optimization for gaming.
	Co- 2	Apply optimization strategies to enhance performance and efficiency in real-time rendering.
	Co- 3	Analyse the effectiveness of different modelling approaches in achieving specific aesthetic and technical requirements.
	Co- 4	Assess the quality and suitability of 3D models created for gaming environments based on industry standards and project requirements.
	Co- 5	Generate high-quality 3D game assets that demonstrate mastery of advanced modelling techniques, optimization, and aesthetic considerations.

AR AND VR INTEGRATION Discipline Capstone Elective (DCE)	Co- 1	Understand the principles and concepts of Augmented Reality (AR) and Virtual Reality (VR).
	Co- 2	Understand different AR/VR hardware and software components and their respective functions.
	Co- 3	Applying integration of AR/VR technologies into visual effects pipelines and identifying challenges and opportunities for improvement.
	Co- 4	Evaluate the impact of AR/VR on visual effects production workflows, considering factors such as efficiency, creativity, and collaboration.
	Co- 5	Design and develop AR/VR integration projects, applying concepts and techniques learned throughout the course.

MODELLING FOR 3D PRINTING Discipline Capstone Elective (DCE)	Co- 1	Interpret different file formats used in 3D modelling for 3D printing.
	Co- 2	Demonstrate the ability to use 3D modelling software for creating printable models.
	Co- 3	Compare and contrast different modelling approaches and software tools for 3D printing.
	Co- 4	Critique the quality of 3D models in terms of their accuracy and functionality for intended purposes.
	Co- 5	Combine various modelling, printing, and finishing techniques to produce high-quality 3D prints with minimal material waste and post-processing effort.

DISSERTATION PRJ	Co- 1	Comprehend and explain the significance of their research within the broader context of their academic discipline.
	Co- 2	Implement appropriate research methodologies and analytical techniques to investigate their research questions.
	Co- 3	Critically examine and interpret data to identify patterns, relationships, and insights relevant to their study.
	Co- 4	Assess the validity and reliability of their research findings and their implications for the field.
	Co- 5	Synthesise information and research findings to produce an original, well-structured dissertation that contributes to the academic discourse in their area of study.

ANIMATION PROJECT PRJ	Co- 1	Apply their knowledge and skills to plan, develop, and produce an animation film. This involves scriptwriting, storyboarding, editing, and incorporating sound design.
	Co- 2	Analyse successful short films, considering narrative structure, character development, visual style, use of sound design, and overall effectiveness in conveying the intended message.
	Co- 3	Evaluate their own film's strengths and weaknesses, considering technical aspects, storytelling, and audience engagement.
	Co- 4	Create a short animation film that showcases their understanding of animation and filmmaking principles, technical skills, and creative vision.

LIVE-ACTION PROJECT PRJ	Co- 1	Apply their knowledge and skills to plan, develop, and produce a short film. This involves scriptwriting, storyboarding, budgeting, scheduling, filming, animation, editing, visual effects and incorporating sound design.
	Co- 2	Analyse successful short films, considering narrative structure, character development, visual style, use of sound design, and overall effectiveness in conveying the intended message.
	Co- 3	Evaluate their own film's strengths and weaknesses, considering technical aspects, storytelling, and audience engagement.
	Co- 4	Create a short film that showcases their understanding of filmmaking principles, technical skills, and creative vision.