

COURSE OUTCOME (COs)

Advanced Diploma in Animation & Film-Making

B.Voc Part II Sem III	Course Name : Character Design & Props
CO1	Create unique and visually appealing character designs and props that effectively communicate personality, story, and function.
CO2	Apply principles of anatomy, proportion, and stylization to develop believable and expressive character designs.
CO3	Utilize research and reference materials to inform and enhance the design process, ensuring authenticity and creativity.
CO4	Demonstrate proficiency in translating character designs and props into 3D models, considering technical and aesthetic aspects.
B.Voc Part II Sem III	Course Name : Script Writing & Storyboarding
CO1	Craft engaging narratives and develop well-structured scripts suitable for animation and other visual storytelling mediums.
CO2	Create effective storyboards that visually communicate the narrative, shot compositions, and pacing of an animated sequence.
CO3	Apply storytelling techniques, such as plot development, character arcs, and conflict resolution, to create compelling stories.
CO4	Collaborate with others in the production pipeline to ensure cohesive storytelling and seamless integration of visuals and narrative.
B.Voc Part II Sem III	Course Name : E-Learning & Social Media
CO1	Design and develop interactive and engaging e-learning materials using multimedia elements and animation techniques.
CO2	Utilize social media platforms effectively to promote and distribute animated content, building an online presence and engaging with audiences.
CO3	Apply instructional design principles to create effective learning experiences through the integration of animation and multimedia elements.
CO4	Stay updated on emerging trends in e-learning and social media to leverage new technologies and opportunities for animated content creation.



B.Voc Part II Sem IV	Course Name : Digital Animation
CO1	Create dynamic and visually appealing animations using industry-standard software and techniques.
CO2	Apply principles of timing, spacing, and movement to bring characters and objects to life in digital animations.
CO3	Implement advanced animation techniques such as rigging, keyframing, and character posing to enhance storytelling.
CO4	Demonstrate proficiency in rendering and outputting high-quality digital animations for various platforms and purposes.
B.Voc Part II Sem IV	Course Name : 3D Lighting
CO1	Understand the principles of lighting and its role in creating mood, atmosphere, and realism in 3D scenes.
CO2	Apply lighting techniques and tools to effectively illuminate 3D models, characters, and environments.
CO3	Create convincing and visually appealing lighting setups that enhance the overall aesthetic and narrative of 3D scenes.
CO4	Utilize advanced rendering techniques and software to achieve realistic and high-quality lighting effects in 3D projects.
B.Voc Part II Sem IV	Course Name : 3D Modelling & Texturing
CO1	Develop proficiency in creating accurate and detailed 3D models of objects, characters, and environments.
CO2	Apply principles of topology, anatomy, and composition to produce optimized and visually appealing 3D models.
CO3	Utilize texturing techniques to enhance the surface appearance, materials, and details of 3D models.
CO4	Utilize texturing techniques to enhance the surface appearance, materials, and details of 3D models.



[Signature]
HEAD
 B. VOC. ANIMATION & FILM-MAKING
 VIVEKANAND COLLEGE, KOLHAPUR
 (EMPOWERED AUTONOMOUS)