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2019-20

Vivekanand College (Autonomous), Kolhapur

B.Voc. Animation & Film-Making Dpt.

Year 2019-20

COURSE OUTCOME (COs)

Advanced Diploma in Animation & Film-Making

B.Voc Part II Sem III	Course Name : Principals of Animation
CO1	Students will be able to successfully execute the "Principles of Animation."
CO2	Apply action analysis and observations to animated drawings.
CO3	Apply critical thinking skills elemental to the problem solving of design and the visual arts.
CO4	Create drawings that convey action in terms of movement, emotion, attitude, and expression.
CO5	Students will be able to render fluid "arc" movements for a falling leaf.
B.Voc Part II Sem III	Course Name : Clay Animation
CO1	Clay animation involves stop motion filming techniques
CO2	Clay animators can provide artwork and special effects for television cartoons, films and video games.
CO3	2D and 3D animation, stop motion film and clay animation techniques
CO4	Visual development & Schematics
CO5	Film mechanics & Anatomy.
B.Voc Part II Sem III	Course Name : 3D Modelling & Texturing
CO1	Introduction to 3-D Modelling
CO2	Modelling, Texture Mapping and Lighting
CO3	Animation Environment Layout
CO4	Advanced 3-D Modelling Animation
CO5	Demo-Reel & 3-D Character Rigging



B.Voc Part II Sem IV	Course Name : Cinematography & Camera Angle
CO1	Technical control over the basic elements of photography, including exposure, lighting and composition.
CO2	Develop an understanding of collaboration between the cinematographer and director.
CO3	Demonstrate basic skills in the roles of camera assistant, gaffer and key grip.
CO4	Explore the progression of technology and broad artistic trends throughout the history of filmmaking.
CO5	Explore the progression of technology and broad artistic trends throughout the history of filmmaking.
B.Voc Part II Sem IV	Course Name : Lightings & Rendering
CO1	Understand the use of appropriate lamps and lighting techniques as an energy saving tool.
CO2	Understand the importance of optical control in the selection of lamps, fixtures, and lighting techniques.
CO3	Create an accurately drawn lighting plan that demonstrates an understanding of the application of a variety of lighting techniques to meet function and design criteria.
CO4	Utilize appropriate drafting symbols to convey lighting design solutions. Create a lighting fixture schedule.
CO5	Upon successful completion of the course, the student will have a good grasp of design as it applies to their forms and animation
B.Voc Part II Sem IV	Course Name : 3D Rigging
CO1	Students will create a demo-reel of appropriate artwork based on the research produced in the class.
CO2	Ability to create simple Mel scripts using expressions, to automatize controls on the rig
CO3	Ability to plan and design IK solutions for various types of structures based on the needs of animation.
CO4	Demonstrate ability to evaluate a mesh, and design appropriate rigging techniques to make it animatable.
CO5	Demonstrate ability to skin and paint weights on organic deformable meshes, and hard non-deformable meshes



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 HEAD
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