Vivekanand College (Autonomous), Kolhapur

Old – 1st
2018-19

B.Voc. Animation & Film-Making Dpt
Year 2018-19

COURSE OUTCOME (COs)

Diploma in Animation & Film-Making

B.Voc Part I Sem I	Course Name : Fundamentals of Art Design
CO1	Students will have demonstrable skills in their area of emphasis. These skills include formal and conceptual applications of foundation principles within their primary media.
CO2	Demonstrate basic practical visual art research skills, techniques and approaches to art making.
CO3	Demonstrate a clear understanding of art as a language across 2D and 3D studies
CO4	Create meaningful links between concepts and materials within a contemporary framework, relating to the history and theories of art.
CO5	Apply such meaningful to their visual art practice and research.
B.Voc Part I Sem I	**Course Name : Perspective**
CO1	They relate to building knowledge and awareness, enhancing critical reflection, developing synthetic, analytical and presentation skills.
CO2	Perspective-taking is the process by which an individual views a situation from another's point-of-view.
CO3	The actors and processes involved in law and development, from both an external and an internal perspective
CO4	Analyse similarities and differences in human experiences and consequent perspectives
CO5	Being able to analyse a situation from multiple perspectives, apply knowledge to new cases and present work fluently and convincingly
B.Voc Part I Sem I	**Course Name : History of Animation**
CO1	Students completing an assignment in Area C (Arts) courses will be able to analyse modes of artistic expression.
CO2	Students completing an assignment in Humanities Area C will be able to identify the influence of culture on human expression.
CO3	Students will be able to identify through analysis the role of institutions (religious, political, economic, social, educational, etc.) in the development of all period culture.
CO4	Students will be able to identify and evaluate major agents of change/reform in area History.

B.Voc Part I Sem II	Course Name : Colour Theory

CO1	Recognize color as a quality in the physical world, including natural phenomena. Be able to describe a variety of uses of color
CO2	Distinguish principles of subtractive and additive color phenomena
CO3	Apply color principles to 2 and 3 Dimensional design problems
CO4	Study of the additive and subtractive principles of color theory as they apply to the visual communication design process.
CO5	Color Theory is a Animation course that develops a student's understanding of the complex nature of color.
CO6	The student will demonstrate skills in designing with color, while developing sensitivity through hue, value, intensity, proportion and placement in a composition.
B.Voc Part I Sem II	**Course Name : Classical Animation**
CO1	Delve into the fundamentals of drawing, animation, and basic art direction.
CO2	Enhance your drawing skills with storyboard and background design exercises.
CO3	Explore more complex animation concepts like animating a character's thoughts and emotions through acting principles.
CO4	Create storyboards for an animated film, character model sheets, layouts, and final artwork for rendering.
CO5	Progress to the art direction, digital ink and paint phase of production on your final project.
CO6	Assemble a traditional animation portfolio in preparation for graduation.
B.Voc Part I Sem II	**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.