

# Vivekanand College, Kolhapur (Empowered Autonomous)

B.Voc. Animation & Film-Making department

Academic Year : 2024-25

## Annual Completion Report

Name of the teacher: Mr. Mahesh B Mali

Subject: B.Voc. Animation & Film-Making - I

Semester - I Course Title: MIN - I - Digital Composition I

Subject Code - MIN24AFM11

Month: July 2024			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1	Understanding paths, views, selection tools, fills and strokes, setting up preferences and colour settings, creating basic geometric shapes with the Shape tools, using a grid and smart guides to aid symmetrical drawing, Using the Bezier Pen, Direct Selection tool, and Convert tool efficiently, Applying and editing colour gradients to filled regions, Creating and using swatches, tints, gradients, and patterns on filled regions.	Covered	
2	4	6				
Month: August 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-2	Transform tools including scaling, rotating, distorting, shearing, and reflecting, Using the pathfinder panel to make complex shapes, working with the Blend tool / command and its options, Creating a compound path.	Covered	
2	4	6				
Month: September 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3	Changing blending modes and opacity, Using and editing an opacity mask, using layers to keep your art project organized, creating clipping masks, tracing a scanned image with Live Trace, applying	Covered	
2	4	6				



*Mr. Mahesh B. Mali*

				warp effects and the envelope feature, Understanding the Appearance panel.		
<b>Month: October 2024</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
<b>Lectures (Credits)</b>	<b>Practical's (Credits)</b>	<b>Total (Credits)</b>	<b>Unit-4</b>	Creating effects and styles, using multiple strokes and fills, Creating and manipulating type, creating symbols and using the symbol tools, Understanding and creating the four kinds of custom brushes, Using the mesh tool for complex gradients, Applying 3D effects.	Covered	
2	4	6				
<b>Month: November 2024</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
<b>Lectures (Credits)</b>	<b>Practical's (Credits)</b>	<b>Total (Credits)</b>	<b>Unit-5</b>	Illustrators' tools: special effects, realistic shadows, patterns for fills and borders, drawing 3D artwork: isometric, dimetric, and trimetric views, Drawing using custom guides for perspective, creating line effects for maps, Live Trace to Live Paint to Live Colour explorations, creating type effects: masks, applying a paintbrush effect, and circle text, applying 3D effects to shapes.	Covered	
2	4	6				

**Name of the teacher:** Mr. Mahesh B Mali

**Subject:** B.Voc. Animation & Film-Making - I

**Semester – II Course Title:** MIN – II - Digital Composition II

**Subject Code – MIN24AFM21**

<b>Month: January 2025</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
<b>Lectures (Credits)</b>	<b>Practical's (Credits)</b>	<b>Total (Credits)</b>	<b>Unit-1</b>	Introduction to Digital Tools and Software: This section provides an overview of the digital tools and software used in digital composition. It covers popular software such as Adobe Photoshop, Adobe Illustrator, and other relevant programs.	Covered	
2	4	6				



*Signature*  
Mr. M. B. Mali

				Students learn the basics of navigating the software and utilizing different tools and features.		
<b>Month: February 2025</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-2</b>	Design Principles and Elements: This topic explores the fundamental principles and elements of design, including color theory, typography, composition, balance, contrast, and visual hierarchy. Students learn how to apply these principles effectively in digital composition to create visually appealing and communicative designs	Covered	
2	4	6				
<b>Month: March 2025</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-3</b>	Image Editing and Manipulation: This section focuses on the techniques and tools for editing and manipulating digital images. Students learn how to adjust colour and tone, retouch images, apply filters and effects, and composite multiple images together seamlessly.	Covered	
2	4	6				
<b>Month: April 2025</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-4</b>	Digital Illustration and Drawing: This topic covers the creation of digital illustrations using various techniques and styles. Students learn how to use digital drawing tablets or other input devices to create illustrations, and explore techniques such as digital painting, line art, shading, and texturing.	Covered	
2	4	6				
			<b>Unit-5</b>	Workflow and Project Management: This		



*Mr. M. B. Mali*

Mr. M. B. Mali



				section teaches students how to effectively manage digital composition projects, including organizing files, working with layers and non-destructive editing, utilizing shortcuts and automation, and preparing files for different output formats (such as print or web).		
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Name of the teacher: Mr. Mahesh B Mali

Subject: B.Voc. Animation & Film-Making - II

Semester - III Course Title: E-Learning & Social Media

Subject Code – MIN24AFM31

Month: July 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1	New Media, Evolution of Digital Communication, Personal Learning Networks, Digital Economics, online news, online political communication, Access and the Digital Divide	Covered	
2	4	6				
Month: August 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-2	Social Media: Platforms, privacy, culture, identity and reputation, social networking and social capital, interacting visually, technological convergence and rise of mobile technology, measuring, monitoring and analysing social media, social media activism.	Covered	
2	4	6				
Month: September 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3	Layout techniques; showing how design elements combine to create an overall look to the publication (Magazine, newspaper, leaflet, poster, pamphlet etc).	Covered	
2	4	6				
Month: October 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)		Cyber Media, Cyber Journalism, Comparison	Covered	



2	4	6	Unit-4	of cyber media with Print, TV & Radio. Online as a publishing medium, Online as an advertising tool, Impact of Web Journalism on reading habits of people and media industry, Analysis of important Indian newsbased websites, Impact of globalization on Web Journalism, Cyber Laws and debates.		
Month: November 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-5	Concept of e-governance & e-learning, finding information on the World Wide Web, Writing for blogs.	Covered	
2	4	6				

Name of the teacher: Mr. Mahesh B Mali

Subject: B.Voc. Animation & Film-Making - III

Semester - V Course Title: Motion Graphics (1752)

Month: July 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1	Introduction to Motion Graphics - Definition and purpose of motion graphics - Historical overview and examples of motion graphics - Principles and elements of motion design	Covered	
4	0	4				
Month: August 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-2	Motion Graphics Software - Introduction to popular motion graphics software (e.g., Adobe After Effects) - Interface and tools overview - Keyframing and animation techniques	Covered	
4	0	4				
Month: September 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3	Typography in Motion Graphics - Typography principles and hierarchy - Kinetic typography techniques - Using type as a design element in motion graphics	Covered	
4	0	4				
Month: October 2024			Module/Unit:	Sub-units planned		



Mr. M. B. Mali

Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4	Graphics and Visual Effects - Incorporating graphics and images in motion graphics - Creating and animating shape layers - Using masks and mattes for visual effects	Covered	
4	0	4				
Month: November 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-5	Timing and Pacing - Understanding timing and rhythm in motion graphics - Creating smooth and dynamic animations - Applying easing and motion curves	Covered	
4	0	4				

Name of the teacher: Mr. Mahesh B Mali

Subject: B.Voc. Animation & Film-Making - III

Semester – VI Course Title: Production Pipeline (1754)

Month: January 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1	Pre-production: This stage focuses on planning and preparation before the actual production begins. It includes activities such as concept development, scriptwriting, storyboarding, character design, and asset creation. Students learn how to effectively plan and organize the project, creating a strong foundation for the production pipeline.	Covered	
4	0	4				
Month: February 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-2	Asset Creation: This topic covers the creation of various assets required for the project, including 3D models, textures, animations, visual effects, and audio elements. Students learn about different software tools and techniques used for asset creation and how to ensure consistency and quality throughout the pipeline.	Covered	
4	0	4				





<b>Month: March 2025</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-3</b>	Rigging and Animation: Rigging involves setting up the controls and skeleton structures for characters or objects, allowing them to be animated. Animation focuses on bringing these assets to life by creating convincing movement and performances. Students learn about rigging techniques, character setup, keyframing, motion capture, and other animation methods.	Covered	
4	0	4				
<b>Month: April 2025</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-4</b>	Rendering and Visual Effects: Rendering is the process of generating the final images or frames from the 3D scene, while visual effects (VFX) involve enhancing or creating elements that are difficult or impossible to capture in real life. This topic covers rendering techniques, lighting, shading, compositing, and the integration of visual effects into the production pipeline.	Covered	
4	0	4	<b>Unit-5</b>	Post-production and Delivery: This stage involves finalizing the project, editing the footage, adding sound effects and music, and preparing it for distribution or presentation. Students learn about post-production workflows, editing software, sound design, color grading, and final delivery formats		



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B. VOC. ANIMATION & FILM-MAKING  
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# Vivekanand College, Kolhapur (Empowered Autonomous)

B.Voc. Animation & Film-Making department

Academic Year : 2024-25

## Annual Completion Report

Name of the teacher: Mr. Atul R Patil

Subject: B.Voc. Animation & Film-Making - I

Semester - I Course Title: DSC- I - Foundation Of Art 1

Subject Code – DSC24AFM11

Month: July 2024			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1	Sketching and Drawing: drawing techniques, Proportions, Line, Pencils: shading, Sketching gestures, People, Animals, Proportion-portrait drawing, Highlighting, shadows, basic shapes, at rest, translate, maintaining correct volumes. Perspective: Introduction, Perspective in 1point, Eye levels, Vanishing point, Significance animation, composition, Humans, animal, blocks, boxes, shapes, Scale diagrams, Different viewpoints, Importance of eye level.	Covered	
2	4	6				
Month: August 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-2	Colour Theory and Composition: Fundamentals colour drawing, Illusion drawings, colour identification, Colour and mood, Colour and painting styles, Colour and compositions, Colour in action, Realism, immersion and believability in colour scheme, Colour chromatics and value	Covered	
2	4	6				



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Mr. Atul R. Patil



Month: September 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3	Anatomy: Importance of Anatomy in animation, Basic Forms, Proportion of Human Body, Perspective Drawing, Drawing Planes, Surface of a Male Body, Study of a Man- Hand, Chest, Face, Parts of Head, Symmetry of Head, Angle selection of Head, Feet: Drawing-in proportions, drawing foot, angle selection, sketch full figure of a man.	Covered	
2	4	6				
Month: October 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4	Female Anatomy: Proportion of Female Body, Construction, Face study- symmetry, parts, Hands, Drawing Hand-Drawing arms angles, Feet study: construction: feet, legs, balance of the body, Child's figure: Construction of child, line of action, study- chest, face, study of child: Face study, Part's face, Symmetry-proportions, Chubbiness, Feet study, Proportions Feet, Drawing child various angles.	Covered	
2	4	6				
Month: November 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-5	Animal Anatomy: Drawing Animal figure basic forms, angle selection of drawing, drawing animal character, Face study, Leg study, Leg movement, understanding material quality of Tail, creating animal in perspective.	Covered	
2	4	6				



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 Mr. Atul R. Patil

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Name of the teacher: Mr. Atul R Patil

Subject: B.Voc. Animation & Film-Making - I

Semester - II Course Title: DSC – II - Foundation Of Art 2

Subject Code – DSC24AFM21

Month: Jan 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1	Sketching and Drawing: drawing techniques, Proportions, Sketching Moving Objects, People, Animals, Proportion- portrait drawing, Highlighting, bones, muscles at rest, translate, maintaining correct volumes. Perspective: in 2 & 3-point	Covered	
2	4	6				
Month: Feb 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-2	Visual of colour: Illusion, After Image, colour simultaneous contrast, attention power, fast and fugitive colours and advancing colours. High key and low key, colour wash, colour wheel, colour scheme.	Covered	
2	4	6				
Month: March 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3	Detailed Anatomy: Importance of Anatomy in animation, Detailed Forms, Proportion of Human Body, Perspective, Drawing, Drawing Planes, Surface of a Male Body, Study of a Man- Hand, Chest, Face, Parts of Head, Symmetry of Head, Angle selection of Head, Feet: Drawing-in proportions, drawing foot, angle selection, sketch full figure of a man	Covered	
2	4	6				
Month: April 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4	Detailed Female Anatomy: Proportion of Female Body, Construction, Face study- symmetry, parts, Hands, Drawing Hand-Drawing arms angles, Feet study: construction: feet, legs, balance of the body, Child's	Covered	
2	4	6				



*Atul R. Patil*  
Mr. Atul R. Patil

			<b>Unit-5</b>  figure: Construction of child, line of action, study-chest, face, study of child: Face study, Part's face, Symmetry-proportions, Chubbiness, Feet study, Proportions Feet, Drawing child-various angles.  Detailed Animal Anatomy: Drawing Animal figure Detailed forms, angle selection of drawing, drawing animal character, Face study, Leg study, Leg movement, understanding material quality of Tail, creating animal in perspective.		
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**Name of the teacher:** Mr. Atul R Patil

**Subject:** B.Voc. Animation & Film-Making - II

**Semester - III Course Title:** Character Design & Props

**Subject Code – DSC24AFM31**

Month: July 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1	Principles of Character Design: This topic introduces the foundational principles of character design, including shape language, silhouette, proportion, and anatomy. It covers how to create visually appealing and expressive characters that effectively communicate personality and emotions.	Covered	
2	4	6				
Month: August 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-2	Character Development and Storytelling: This topic explores the process of developing characters that fit within a specific narrative context. It covers techniques for establishing character backstories, motivations, and relationships, and how to visually represent these aspects through design choices.		
2	4	6				



*Atul R. Patil*  
Mr. Atul R. Patil



Month: September 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3	Props and Environment Design: This topic focuses on designing and creating props and environments that complement the characters and enhance the storytelling. It covers techniques for creating believable and visually engaging props, as well as designing environments that reflect the mood, tone, and narrative of the animated production.	Covered	
2	4	6				
Month: October 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4	T Colour Theory and Styling: This topic delves into the use of colour in character and prop design. It covers colour theory principles, colour psychology, and the application of colour to enhance storytelling and evoke specific emotions or moods. It also explores different stylistic approaches, such as realistic, stylized, and graphic styles.	Covered	
2	4	6				
Month: November 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-5	Concept Development and Iteration: This topic focuses on the iterative process of character and prop design. It covers techniques for generating ideas, creating rough sketches, refining designs through multiple iterations, and receiving feedback to improve the final result	Covered	
2	4	6				



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Mr. Atul R. Patil

Name of the teacher: Mr. Atul R Patil  
 Subject: B.Voc. Animation & Film-Making - II  
 Semester - IV Course Title: MIN-IV 2D Animation - I  
 Subject Code – MIN24AFM41

Month: Jan 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1	Timeline construction and management, Keyframe animation, Motion and shape tweening, working with symbols, Importing from Illustrator and Photoshop, Basic scripting in Action script 3.0, Delivery and file formats, Flash Video examples..	Covered	
2	4	6				
Month: Feb 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-2	Types of graphics, animation types, overview of the animation (flash), 2D animation and its features, drawing tools, types of panels, transformation, property panel, working with objects, group, bitmap, Controlling Movie Clips with code, Working with Dynamic Text fields and Input Text Fields, Loading external content and other flash movies, Dynamic pre loaders, Interactivity with code.	Covered	
2	4	6				
Month: March 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3	Text box Font, style, hyperlink, property panel, Working with symbols, Planning the development process, Working with XML and dynamically generated content, Advanced animation and interaction concepts, Advanced sound applications,,Integrating video with Flash, Working with Components using Actionscript 3.0.	Covered	
2	4	6				
Month: April 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)		Grid and guidelines, Onion-skinning, Difference	Covered	



*Atul R. Patil*  
 Mr. Atul R. Patil

2	4	6		between 2D and 3D animation, Animation in flash, Tweening and motion along a path, Controlling movie playback, Text and hyperlink, adding sound and movie, File format in flash, test movie, Testing the movies, Shock wave movies Action Script overview, Actions panel, Script window, Action Script editor environment, Syntax, script- button, movie clip, frames, basic programming language and action script.		
			<b>Unit-4</b>			
			<b>Unit-5</b>	Adding interactivity to web page using Action Script- basics of action script overview, Writing and debugging scripts overview About the Actions panel, Script window, Action Script editor environment, Syntax highlighting Interactivity Creating interaction with Action Script overview, listing a SWF file's variables, About events and interaction, SWF file playback, The Output panel.		

**Name of the teacher:** Mr. Atul R Patil

**Subject:** B.Voc. Animation & Film-Making - III

**Semester - VI Course Title:** 2D Animation (1718)

Month: Jan 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-1</b>	Timeline construction and management, Keyframe animation, Motion and shape tweening, working with symbols, Importing from Illustrator and Photoshop, Basic scripting in Action script 3.0, Delivery and file formats, Flash Video examples.	Covered	
4	0	4				
Month: Feb 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)		Types of graphics, animation types, overview		



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Mr. Atul R. Patil



4	0	4	Unit-2	of the animation (flash), 2D animation and its features, drawing tools, types of panels, transformation, property panel, working with objects, group, bitmap, Controlling Movie Clips with code, Working with Dynamic Text fields and Input Text Fields, Loading external content and other flash movies, Dynamic pre loaders, Interactivity with code.		
Month: March 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3	Text box Font, style, hyperlink, property panel, Working with symbols, Planning the development process, Working with XML and dynamically generated content, Advanced animation and interaction concepts, Advanced sound applications,,Integrating video with Flash, Working with Components using Actionscript 3.0.	Covered	
4	0	4				
Month: April 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4	Grid and guidelines, Onion-skinning, Difference between 2D and 3D animation, Animation in flash, Tweening and motion along a path, Controlling movie playback, Text and hyperlink, adding sound and movie, File format in flash, test movie, Testing the movies, Shock wave mpvies Action Script overview, Actions panel, Script window, Action Script editor environment, Syntax, script- button, movie clip, frames, basic programming language and action script.	Covered	
4	0	4				
			Unit-5	Adding interactivity to web page using Action Script- basics of action script overview, Writing and		

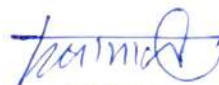


*Ms. Atul R. Patil*

				debugging scripts overview About the Actions panel, Script window, Action Script editor environment, Syntax highlighting Interactivity Creating interaction with Action Script overview, listing a SWF file's variables, About events and interaction, SWF file playback, The Output panel.		
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Mr. Atul R. Patil



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# Vivekanand College, Kolhapur (Empowered Autonomous)

B.Voc. Animation & Film-Making department

Academic Year : 2024-25

Annual Completion Report

Name of the teacher: Mr. Nikhil B Shinge

Subject: B.Voc. Animation & Film-Making - I

Semester - I Course Title: IKS History of Animation

Subject Code – IKS24AFM11

Month: July 2024			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1	Early Animation Techniques: This topic explores the origins of animation and the pioneers who laid the foundation for the art form. It covers techniques such as the Zoetrope, flipbooks, and early experimental films, highlighting the contributions of key figures like Émile Cohl, Winsor McCay, and the Fleischer brothers.	Covered	
2	0	2				
Month: August 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-2	Golden Age of Animation: This period, spanning roughly from the 1920s to the 1960s, is considered the heyday of traditional hand-drawn animation. The course delves into the major animation studios of the time.	Covered	
2	0	2				
Month: September 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3	Experimental and Avant-garde Animation: This section focuses on animation as a medium for artistic expression and experimentation. It covers the work of avant-garde animators like Norman McLaren, Len Lye.	Covered	
2	0	2				



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Mr. Nikhil B Shinge




Month: October 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4	Rise of Computer Animation: With the advent of computer technology, animation underwent a significant transformation. This topic traces the history of computer-generated imagery (CGI) in animation, beginning with early pioneers like Ed Catmull and Fred Parke.	Covered	
2	0	2				
Month: November 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-5	Contemporary Animation and Industry Trends: The course concludes by examining recent developments in animation, including the rise of digital animation, the influence of anime and international animation styles, and the integration of animation in various mediums like television, advertising, and video games. Students may also explore emerging trends, such as stop-motion animation, 3D printing, motion capture, and virtual reality.	Covered	
2	0	2				

**Name of the teacher:** Mr. Nikhil B Shinge  
**Subject:** B.Voc. Animation & Film-Making - II  
**Semester - IV Course Title:** 3D Modeling  
**Subject Code – DSC24AFM41**

Month: January 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1	3D Modelling: Introduction to various 3D modelling, working with symmetry, editing components in orthographic view, editing components in	Covered	
2	4	6				



  
 Mr. Nikhil B Shinge

				perspective view, Poly editing techniques- Extruding, Bridging, Adding polygon to mesh.		
<b>Month: February 2025</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
<b>Lectures (Credits)</b>	<b>Practical's (Credits)</b>	<b>Total (Credits)</b>	<b>Unit-2</b>	Modelling techniques: Using 2D reference sketches to model, , Image Planes, Sculpting, Retopology and poly modelling workflow, Polygon primitives, Modelling in shaded mode, Model symmetry, Drawing a polygon, Quads, Tris and nGons, Low Poly/High Poly modelling, Exporting the models from scene to stene.	Covered	
2	4	6				
<b>Month: March 2025</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
<b>Lectures (Credits)</b>	<b>Practical's (Credits)</b>	<b>Total (Credits)</b>	<b>Unit-3</b>	Texturing: Introduction to texturing, Unfolding/Unwrapping UV mesh, Smoothing and relaxing a mesh interactively, Fixing problem areas, Applying textures, Introduction to Maya Hypershade, Texturing, Materials, Normal mapping, Baking maps. Traditional sculpture principles of form, material, and site and utilize Developing 3D Sculpture, sculpting technology, uses. Animation Locomotion, Body mechanic- Weight and balance	Covered	
2	4	6				
<b>Month: April 2025</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
<b>Lectures (Credits)</b>	<b>Practical's (Credits)</b>	<b>Total (Credits)</b>	<b>Unit-4</b>	Techniques behind Planning and blocking methods, Understanding Hips, In-depth look of principles of animation, Splining and Polishing methods, Phrasing or bets in shot, Force and forms, Animating Physicality workflow.	Covered	
2	4	6				



*Nishu*  
Mr. Nikhil B Shinge

			<b>Unit-5</b>	Hyper realistic Character Modelling and digital sculpting: Modelling the hyper realistic Human Face Modelling the hyper realistic Human body - Quadruped Modelling- Adding hyper realistic detail with Digital sculpting tool and Modelling of related Props. Character Texture painting with Photoshop and 3D painting tool- Image based Texturing (Image Projection) and Painting UV seams - Creating Bump, Normal, Displacement and Specular map-Texturing techniques for Characters and Props. Study the principles of Color theory.		
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Name of the teacher: Mr. Nikhil B Shinge

Subject: B.Voc. Animation & Film-Making - II

Semester - IV Course Title: 3D Lighting

Subject Code – DSC24AFM42

Month: January 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1	Modifying a bump texture Lights, shadows, and cameras Directional lights Spotlights Editing light attributes Shadows Creating additional cameras in a scene Animating camera moves Global Illumination Caustics Dynamics.	Covered	
2	4	6				
Month: February 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-2	Maya Lighting Tools: Introduction to the various lighting tools available in Maya, such as point lights, spotlights, area lights, and image-based lighting (IBL).	Covered	
2	4	6				



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Month: March 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3	Photorealistic Lighting: Strategies for achieving photorealistic lighting, including the use of HDR images, physical sky setups, and advanced rendering techniques.	Covered	
2	4	6				
Month: April 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4	Types of Arnold lights in 3D space, Light attributes, 3 Point lighting, 2 Point lighting, Shadows and Raytracing: Understanding shadow types, shadow map settings, raytraced shadows, and soft shadows..	Covered	
2	4	6	Unit-5	Rendering: 3D rendering, advance lighting effects, Shading material for objects: Anisotropic, Blinn, Lambert, aiStandard Surface, Layer Shader, Ocean Shader, Hair tube shader, Ramp shader, Shading Map, Surface shader, Refining shading materials, Arnold rendering and Toon shade rendering. IPR rendering, Software, Hardware rendering, Batch rendering, creating various output as per the end user requirements and maintaining the resolution.		



*Mr. Nikhil B Shinge*

*Mr. Nikhil B Shinge*  
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Name of the teacher: Mr. Nikhil B Shinge  
 Subject: B.Voc. Animation & Film-Making - III  
 Semester - V Course Title: 3D Advance Rigging  
 Subject Code – DSC24AFM52

Month: July 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1	Advanced Character Rigging: character rigging techniques in Maya. Modular rig skeletons for flexibility and speed. create and utilize custom tools. create IK FK systems, create non flipping twist rigs. Create Own Character and Apply Rigging: Rigging in 3D Animation, rigging techniques on characters.	Covered	
2	4	6				
Month: August 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-2	Set Driven Key, Establish Relationships, Character Animation – Skeletons, Clusters, Lattices, Forward and Inverse Kinematics: IKRP Solver, IKSC Solver, IK Spine handle Solver, IK Spring Solver, Human IK Solver.	Covered	
2	4	6				
Month: Sep 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3	Introduction to Character setup, Riggers role, Criteria for a good rig, Joints and skeletons, Creating skeleton hierarchy, Constraints, Forward(FK) and Inverse kinematics(IK), FK, IK joint structures, Animation controllers, Blend shapes, Clusters.	Covered	
2	4	6				
Month: Oct 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4	Biped Rig- Analysing reference, Anatomy of human body, Bone placements, Setting up Torso, Biped Arms, Fingers, Legs/Foot controls, Skinning, Facial	Covered	
2	4	6				



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				Rig-Anatomy of a face, The Facial Action Coding System(FACS), Mouth shapes, Phonemes, Animation controllers for Face, Character GUI.		
<b>Month: Nov 2024</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
<b>Lectures (Credits)</b>	<b>Practical's (Credits)</b>	<b>Total (Credits)</b>	<b>Unit-5</b>	Introduction to Character setup, Riggers role, Criteria for a good rig, Joints and skeletons, Creating skeleton hierarchy, Constraints, Forward(FK) and Inverse kinematics(IK), FK, IK joint structures, Animation controllers, Blend shapes, Clusters, Biped Rig- Analysing reference, Anatomy of human body, Bone placements, Setting up Torso, Biped Arms, Fingers, Legs/Foot controls, Skinning, Facial Rig- Anatomy of a face, The Facial Action Coding System(FACS), Mouth shapes, Phonemes, Animation controllers for Face, Character GUI.	Covered	
2	4	6				

**Name of the teacher:** Mr. Nikhil B Shinge  
**Subject:** B.Voc. Animation & Film-Making - III  
**Semester - V**    **Course Title:** 3D Dynamics  
**Subject Code – DSC24AFM51**

<b>Month: July 2024</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
<b>Lectures (Credits)</b>	<b>Practical's (Credits)</b>	<b>Total (Credits)</b>	<b>Unit-1</b>	Dynamics: Introduction to Dynamics and Dynamic solver, Particles, Emitters, Fields: Air, Drag, Gravity, Newton, Turbulance, Vortex, Volume, Particle collisions, Particle cache, Goals, Soft bodies, Springs, Rigid bodies, Constraints, Effect: Fire, Smoke, Fireworks, Lightening, Shatter, Curve flow, Surface flow, Rendering	Covered	
2	4	6				



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				particles and effects, Maya Paint Effects, Baking simulations, Render types.		
<b>Month: August 2024</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-2</b>	Fluid Effects: Introduction to Fluids, Fluid field interaction, Fluid attributes, , Creating a non dynamic 3d fluid effects, Creating dynamic 3D effect, Creating fire and smoke using Fluid dynamics, creating a ocean.	Covered	
2	4	6				
<b>Month: September 2024</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-3</b>	nDynamics: Introduction to nParticles and Nucleus solver, Nucleus node, Nucleus forces, Nucleus plane, Nucleus attributes, nParticles interaction, nConstraints, nCloth: simulations, nCloth dynamics properties, Working with nConstraints, Tearing cloth, Dynamic Property maps, Simulating cloth on moving character, nParticle caching, nConstraints, Creating Smoke simulations in nParticles, Creating liquid simulations in nParticles, Introduction to nHair, Creating Basic hair style, Creating a dynamic curve simulations.	Covered	
2	4	6				
<b>Month: October 2024</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-4</b>	Cloth Simulation: Cloth folds, pipe folds, zig zag folds, spiral folds, half- lock folds, diaper folds, drop folds, Introduction to nCloth, create pivot, wrap deformer, colliders, collision and cloth thickness, applying cloth simulation to rig, point and hinged constraints	Covered	
2	4	6				



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				within nCloth, Set driven keys to help move the cloth, cloth stretching and joint pulling, cloth interaction with environment, real time cloth interaction.		
<b>Month: November 2024</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
<b>Lectures (Credits)</b>	<b>Practical's (Credits)</b>	<b>Total (Credits)</b>	<b>Unit-5</b>	Hair Simulation: Maya Dynamics- nHair, Xgen, basic functions and workflows for Hair simulations, nHair toolset, Hair systems and nucleus nodes, Paint hair follicles tool, Hair clumps, collisions, Hair dynamics settings, caching simulations, groom able splines for short hair, Interactive Grooming, hair splines for longer hair, Hair interaction with different elements of nature. 8 Hours	Covered	
2	4	6				

**Name of the teacher:** Mr. Nikhil B Shinge

**Subject:** B.Voc. Animation & Film-Making - III

**Semester - VI Course Title:** 3D Animation

**Subject Code – DSC24AFM62**

<b>Month: Jan 2025</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
<b>Lectures (Credits)</b>	<b>Practical's (Credits)</b>	<b>Total (Credits)</b>	<b>Unit-1</b>	Biped and Motion Flow (Introduction, Creating and Editing Biped, Motion Panel). Behaviour & Body language Analysis & Implementation (Mechanical, Bird, Animal, Human, Environment).	Covered	
2	4	6				
<b>Month: Feb 2025</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>	Covered	
<b>Lectures (Credits)</b>	<b>Practical's (Credits)</b>	<b>Total (Credits)</b>	<b>Unit-2</b>	Introduction to Walks with Personality, Locomotion, Body mechanic- Weight and balance, Techniques behind Planning and blocking methods, Understanding Hip.		
2	4	6				



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Month: March 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3	In-depth look of principles of animation, Splining and Polishing methods, Phrasing or bets in shot, Force and forms, Animating Physicality workflow.	Covered	
2	4	6				
Month: April 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4	Animation Essentials (Advanced) – Introduction, Import / Export & References, Animation Passes, Sound. Exposure Sheet.	Covered	
2	4	6				
			Unit-5	Character Sets and Trax Editor (Introduction, Character sets, Trax Editor, Character Mapping). Behaviour & Body language Analysis & Implementation (Mechanical, Bird, Animal, Human, Environment).		



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 Mr. Mihir B Shinge



# Vivekanand College, Kolhapur (Empowered Autonomous)

B.Voc. Animation & Film-Making department

Academic Year : 2024-25

## Annual Completion Report

Name of the teacher: Mr. Aniket N Kore

Subject: B.Voc. Animation & Film-Making – I

Semester - I

Course Title: OEC-I-Basic Computer Knowledge I

Subject Code – OEC24AFM11

Month: July 2024			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1	Hardware Components: Understanding the basic hardware components of a computer, such as the CPU (Central Processing Unit), RAM (Random Access Memory), hard drive, motherboard, and input/output devices like the keyboard and monitor.	Covered	
2	2	4				
Month: August 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-2	Operating Systems: Knowledge of various operating systems like Windows, macOS, and Linux. Understanding how to perform essential tasks like file management, software installation, and system configuration.	Covered	
2	2	4				
Month: September 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3	Software and Applications: Familiarity with software applications, including word processors, web browsers, email clients, and other productivity tools. Understanding how to install, update, and troubleshoot software.	Covered	
2	2	4				
Month: October 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4	Computer Security: Awareness of computer security practices, including the importance of antivirus software, firewalls, strong	Covered	
		4				



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				passwords, and safe internet browsing. Recognizing common security threats like malware and phishing.		
<b>Month: November 2024</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-5</b>	Basic Programming Concepts: A fundamental grasp of programming concepts, such as variables, loops, and conditional statements. This knowledge can be helpful in understanding how software is created and how to automate tasks.	Covered	
2	2	4				

**Name of the teacher:** Mr. Aniket N Kore

**Subject:** B.Voc. Animation & Film-Making – I

**Semester - II**

**Course Title:** OEC-II-Basic Computer Knowledge II

**Subject Code – OEC24AFM22**

<b>Month: January 2025</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-1</b>	Hardware Components: Understanding the basic hardware components of a computer, such as the CPU (Central Processing Unit), RAM (Random Access Memory), hard drive, motherboard, and input/output devices like the keyboard and monitor.	Covered	
2	2	4				
<b>Month: February 2025</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-2</b>	Operating Systems: Knowledge of various operating systems like Windows, macOS, and Linux. Understanding how to perform essential tasks like file management, software installation, and system configuration.	Covered	
2	2	4				



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Month: March 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3	Software and Applications: Familiarity with software applications, including word processors, web browsers, email clients, and other productivity tools. Understanding how to install, update, and troubleshoot software.	Covered	
2	2	4				
Month: April 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4	Computer Security: Awareness of computer security practices, including the importance of antivirus software, firewalls, strong passwords, and safe internet browsing. Recognizing common security threats like malware and phishing.	Covered	
2	2	4				
			Module/Unit:	Sub-units planned		
			Unit-5	Basic Programming Concepts: A fundamental grasp of programming concepts, such as variables, loops, and conditional statements. This knowledge can be helpful in understanding how software is created and how to automate tasks.	Covered	

Name of the teacher: Mr. Aniket N Kore

Subject: B.Voc. Animation & Film-Making – II

Semester - III Course Title: Script Writing & Story Boarding

Subject Code – DSC24AFM32

Month: July 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1 Basics of story	Exploring ideas, Concept, Plot, Structure, Character Theme, Conflicts, Storytelling outline, Building a character, delivering a precise message through the story, Story pacing. Animation story for Children, Adults, Basics of story and Basics of Script writing Action, Scene	Covered	
4	0	4				



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				Headings, Character Name, Screenplay, Titles and End Credits		
<b>Month: August 2024</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-2</b> Scriptwriting terminology	Action, Angle, BG close up, Exterior, Fade in fade out, Pan, Parenthetical, POV, Scene Heading, Slug line, SFX, Sotto voce, Track with, Voice over, Character name, Cast List, Dialogue, Script Length, Action Description; Extension, Dual Column Dialogue, Act numbers, Scene Numbers, short lines, dialogue paragraphs, Character Arc.12 Hours	Covered	
4	0	4				
<b>Month: September 2024</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-3</b> Story boarding	Introduction to storyboards, Steps of creating a storyboard, Beat board, Storyboarding overview, Contents, Pose, Scenes, Camera, colour scheme, Sound, Lighting, Special fx, Applications, Focus the story and the timing in several key frames, Animatics-Lica reel.	Covered	
4	0	4				
<b>Month: October 2024</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-4</b> Techniques to produce fast script	Advantage of script writing with softwares. Script writing for 2D Films, Animations, writing for new media – internet and mobile media.	Covered	
4	0	4				
<b>Month: November 2024</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-5</b> Intellectual property and copyrights	Intellectual property and copyrights Public domain material, Protecting the idea, Proof of ownership, Confidentiality agreement, Piracy, Animation Industry in India, Case Study.	Covered	
4	0	4				



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Name of the teacher: Mr. Aniket N Kore

Subject: B.Voc. Animation & Film-Making – II

Semester - III

Course Title: Video Editing

Subject Code – VEC24DEG39

Month: July 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1	Overview of video editing software options. Introduction to basic functions (importing media, timeline, tools). Discuss video codecs, resolutions, and file types. Organizing files for efficient editing.	Covered	
0	4	4				
Month: August 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-2	Introduce cutting, trimming, and moving clips on the timeline. Practice simple edits on provided footage. Explore different types of transitions (fade, dissolve, wipes). Hands-on practice adding effects to clips.	Covered	
0	4	4				
Month: September 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3	Discuss sound design, background music, and dialogue.  Practice adjusting audio levels and adding sound effects.	Covered	
0	4	4				
Month: October 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4	Color correction involves adjusting footage to achieve a consistent look and correct color issues, while color grading enhances the visual style and mood of your project.  Introduction to color theory and its application in video. Hands-on practice with color correction tools.	Covered	
0	4	4				



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Month: November 2024			Module/Unit:	Sub-units planned	Covered	
Lectures (Credits)	Practical's (Credits)	Total (Credits)				
0	4	4		<p>"Filming for Editing" module that focuses on teaching students how to shoot video with the editing process in mind. This plan is designed to be covered over a few weeks, depending on the course length and depth.</p> <p>Understand the relationship between filming and editing. Learn to plan shots effectively for a smooth editing process.</p>		

Name of the teacher: Mr. Aniket N Kore

Subject: B.Voc. Animation & Film-Making – II

Semester - III Course Title: Rotoscoping

Subject Code – SEC24AFM31

Month: July 2024			Module/Unit:	Sub-units planned	Covered	
Lectures (Credits)	Practical's (Credits)	Total (Credits)				
0	4	4	Unit-1	<p>Rotoscoping is a technique used in animation and visual effects where artists trace over footage, frame by frame, to create realistic movements in animated sequences or to isolate elements for compositing. This method allows for the integration of live-action footage with animated elements, providing a seamless blend of different media.</p>		
Month: August 2024			Module/Unit:	Sub-units planned	Covered	
Lectures (Credits)	Practical's (Credits)	Total (Credits)				
0	4	4	Unit-2	<p>Develop proficiency in using rotoscoping software Demonstrate basic techniques for creating masks and paths. Hands-on practice: Rotoscope a simple shape from provided footage.</p>		
Month: September 2024			Module/Unit:	Sub-units planned	Covered	
Lectures (Credits)	Practical's (Credits)	Total (Credits)				
0	4	4		<p>Introduce keyframing and interpolation methods.</p>		



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0	4	4	<b>Unit-3</b>	Practice with advanced masking and feathering techniques. Learn key techniques for isolating elements in video footage.		
<b>Month: October 2024</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-4</b>	Color correction involves adjusting footage to achieve a consistent look and correct color issues, while color grading enhances the visual style and mood of your project.  Introduction to color theory and its application in video. Hands-on practice with color correction tools.	Covered	
0	4	4				
<b>Month: November 2024</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-5</b>	"Filming for Editing" module that focuses on teaching students how to shoot video with the editing process in mind. This plan is designed to be covered over a few weeks, depending on the course length and depth.  Understand the relationship between filming and editing. Learn to plan shots effectively for a smooth editing process.	Covered	
0	4	4				

**Name of the teacher:** Mr. Aniket N Kore

**Subject:** B.Voc. Animation & Film-Making - II

**Semester - IV**

**Course Title:** Motion Graphics

<b>Month: January 2025</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-1</b>	Understand the principles of motion graphics and their applications. Develop skills in using motion graphics software (e.g., Adobe After Effects).	Covered	
0	4	4				



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				Lecture on the history and evolution of motion graphics. Explore examples in film, advertising, and social media.		
<b>Month: February 2025</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
<b>Lectures (Credits)</b>	<b>Practical's (Credits)</b>	<b>Total (Credits)</b>	<b>Unit-2</b>	Learn the fundamentals of keyframe animation. Demonstrate how to create and manipulate keyframes for basic animations. Explore timing and easing functions to enhance animations. Demonstrate how to animate text using different techniques (fade, slide, scale).	Covered	
0	4	4				
<b>Month: March 2025</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
<b>Lectures (Credits)</b>	<b>Practical's (Credits)</b>	<b>Total (Credits)</b>	<b>Unit-3</b>	Learn basic visual effects and compositing techniques. Introduction to layers, masks, and blending modes in After Effects. Demonstrate basic visual effects (e.g., particle effects, transitions).	Covered	
0	4	4				
<b>Month: April 2025</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
<b>Lectures (Credits)</b>	<b>Practical's (Credits)</b>	<b>Total (Credits)</b>	<b>Unit-4</b> Digital video processing and stabilization	Work on the final motion graphics project. Provide time for students to develop their projects with instructor guidance & Scripts One-on-one consultations for feedback and improvement.	Covered	
0	4	4				



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Name of the teacher: Mr. Aniket N Kore

Subject: B.Voc. Animation & Film-Making - III

Semester - V

Course Title: Advanced VFX

Month: July 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1 VFX Integration and Pipeline Management	This topic covers the integration of visual effects into the overall production pipeline and the management of complex VFX projects.	Covered	
4	12	16				
Month: August 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-2 Seamlessly integrate visual effects	elements into live-action footage. Students learn advanced green screen keying, rotoscoping, tracking, match moving, and the use of 3D cameras in compositing.	Covered	
4	12	16				
Month: September 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3 Reconcile 3D	Reconcile 3D, Matte painting assets, painting/rendering clouds, color grading, perspective, parallax, 3D projection, foreground, mid ground, background compositing, adding depth, atmospheric effects(Rain, fog etc...), Grain management.	Covered	
4	12	16				
Month: October 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4 Digital video processing and stabilization	VFX: Digital video processing and stabilization, Chroma keying, understanding setup and shoot for green screens, Key light, Roto isolate subject for keying, Matte controls, Matte levels, Garbage mask using primate, Spill control, Light wrap, Chroma subsampling.	Covered	
4	12	16				
Month: November 2024			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-5 2D and 3D Camera tracking	Track Point quality, Rendering point cloud, setting size and axis, 3D object to location in 3D Space, Tracker settings.	Covered	
		16				



*Aniket*  
Mr. Aniket . N . Kore

*Head*  
H. VOC. ANIMATION & FILM-MAKING  
VIVEKANAND COLLEGE, KOLHAPUR  
(EMPOWERED AUTONOMOUS)



Name of the teacher: Mr. Aniket N Kore

Subject: B.Voc. Animation & Film-Making - III

Semester - VI

Course Title: Advanced Compositing (1753)

Month: January 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1 Compositing Techniques	advanced 2D animation compositing and Ink paint techniques. Rotoscopy, Creating color models, Creating color pallets, Understand the dope sheets / X sheets, Arranging and adjusting the layers X- sheet. Match moving, Advanced panning of camera and background, multiple cameras, over lay and character layers.	Covered	
4	12	16				
Month: February 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-2 Compositing special effects	3D graphics, special effects in 2D layers, Broadcast animation logos, channel IDs and Montages. Multi- Layer Compositing, Special Effects, Superimposition and Titling. Exporting various file format outputs.	Covered	
4	12	16				
Month: March 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3 Video Editing Introduction	Editing, Film Editing, Types of editing, Digital Editing Devices, Process of Editing, Control Panel, Audio and Video- Effects, Transitions, Syncing, Image Mask, Creating Titles, Templates, Preparations, Shot list, Organizing Rushes, Video file formats, Fine tuning, Cropping, Correction-Color, Gamma. Types of cuts, Cutting on action, Rythem, Timing, PacIng, Phrasing, Physical, Emotional and Event Rhythm.	Covered	
4	12	16				
Month: April 2025			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4 VFX	Digital video processing and stabilization, Chroma keying, understanding setup and shoot for green screens, Key light, Roto isolate subject for keying,	Covered	
	12	16				



*Aniket*  
Mr. Aniket. N. Kore

				Matte controls, Matte levels, Garbage mask using primate, Spill control, Light wrap, Chroma subsampling.		
			<b>Unit-5</b> 2D and 3D Camera tracking	Track Point quality, Rendering point cloud, setting size and axis, 3D object to location in 3D Space, Tracker settings, Mask, DOF, depth generator, Reconcile 3D, Matte painting assets, painting/rendering clouds, color grading, perspective, parallax, 3D projection, fore ground, mid ground, background compositing, adding depth, atmospheric effects(Rain, fog etc...), Grain management.		

*Aniket*  
 Mr. Aniket M. Kose

*Head*  
 HEAD  
 B. VOC, ANIMATION & FILM-MAKING  
 VIVEKANAND COLLEGE, KOLHAPUR  
 (EMPOWERED AUTONOMOUS)

