

Vivekanand College, Kolhapur (Autonomous)

B.Voc. Animation & Film-Making department

Academic Year : 2019-20

Annual Completion Report

Name of the teacher: Mr. Mahesh B Mali

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

Semester - I Course Title: Foundation Of Art & Design (1682)

Month: July 2019			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.	Covered	
4	4	8				
Month: August 2019			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
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	
4	4	8				
Month: September 2019			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
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 Face, Hand, Chest, Parts of Head, Symmetry of Head,	Covered	
4	4	8				

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				Angle selection of Head, Feet: Drawing in proportions, drawing foot, angle selection, sketch full figure of a man.		
Month: October 2019			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.	Covered	
4	4	8				
Month: November 2019			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	
4	4	8				

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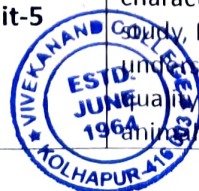
Semester – II Course Title: Classical Animation (1690)

Month: January 2020			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-	Covered	
4	4	8				



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Month: February 2020			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	
4	4	8				
Month: March 2020			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	
4	4	8				
Month: April 2020			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 figure: Construction of child, line of action, study-chest, face, study of child: Face study. 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.	Covered	
4	4	8				
			Unit-5			



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Name of the teacher: Mr. Mahesh B Mali

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

Semester – II Course Title: Digital Animation (1691)

Month: January 2020			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1	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. Students learn the basics of navigating the software and utilizing different tools and features.	Covered	
4	4	8				
Month: February 2020			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-2	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	
4	4	8				
Month: March 2020			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3	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	Covered	
4	4	8				



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Month: April 2020			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4	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	
4	4	8	Unit-5	Workflow and Project Management: This 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).		

Name of the teacher: Mr. Mahesh B Mali

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

Semester - III Course Title: Principles of animation (1696)

Month: July 2019			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	
4	4	8				
Month: August 2019			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-2	Social Media: Platforms, privacy, culture, identity	Covered	
4	4	8		networking and social media, interacting visually, technological		



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				convergence and rise of mobile technology.		
Month: September 2019			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	
4	4	8				
Month: October 2019			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4	Cyber Media, Cyber Journalism, Comparison 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.	Covered	
4	4	8				
Month: November 2019			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	
4	4	8				

Name of the teacher: Mr. Mahesh B Mali

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

Semester – IV Course Title: Cinematography & Camera Angle (1704)

Month: January 2020			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1	Introduction to animation, Heritage of Animation, Dawn of Digital Animation, Digital effects of 3D Animation, Retrospective to Motion picture, Becoming an Animator, Becoming an Actor, Becoming a Storyteller, Becoming a Creative Practitioner.	Covered	
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Month: February 2020			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-2	Basic Principles in animation, Squash and stretch, Anticipation, Staging, Straight ahead and pose to pose, Follow through and overlapping action, Slow in and slow out, Arcs, Secondary action, Timing, Exaggeration, Solid drawing, Appeal, Mass and weight, Character acting.	Covered	
4	0	4				
Month: March 2020			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3	Tools of Animation The use of Live Action in Animation Humans and Animals-Quick Studies from real life, Sequential movement drawing, Caricaturing the Action, Thumbnails, Drama and psychological effect,	Covered	
4	0	4				
Month: April 2020			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4	Motion Studies, Drawing for motion, The Body language, Facial expressions and Lip sync, Introduction to traditional and digital equipment.	Covered	
4	0	4				
			Unit-5	on Pipeline Preproduction- Idea, Story, R&D, Script to screenplay, Storyboards. ProductionLayout, 3D Model, Texturing(Surfacing), Rigging/setup, Animation, 3D Visual effects, Lighting and Rendering and Post production – Colour Correction, Audio Video Editing, Final Output.		



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B.Voc. Animation & Film-Making department

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Name of the teacher: Mr. Anand Sawant

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

Semester - I Course Title: Perspective (1683)

Month: July 2019			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1	Linear Perspective: One-Point Perspective Two-Point Perspective Three-Point Perspective Multi-Point Perspective	Covered	
4	4	8				
Month: August 2019			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-2	Aerial Perspective: Atmospheric effects Gradient of color and value to imply distance	Covered	
4	4	8				
Month: September 2019			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3	Foreshortening: Understanding how objects appear shorter due to perspective Anatomical and object foreshortening	Covered	
4	4	8				
Month: October 2019			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4	Composition and Framing: Rule of thirds Golden ratio Framing techniques to create depth and interest	Covered	
4	4	8				
Month: November 2019			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-5	Architectural Perspective: Drawing buildings and interiors Understanding Architectural elements in perspective	Covered	
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Name of the teacher: Mr. Aanad Sawant

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

Semester – II Course Title: Color Theory (1689)

Month: January 2020			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1	Color Fundamentals: Introduction to the color wheel. Primary, secondary, and tertiary colors. Color properties: hue, saturation, and brightness.	Covered	
4	4	8				
Month: February 2020			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-2	Color Perception: How humans perceive and interpret color. The physiology of color vision. Color blindness and its types.	Covered	
4	4	8				
Month: March 2020			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3	Color Models: RGB (Red, Green, Blue) and CMY (Cyan, Magenta, Yellow) color models. HEX and color codes. LAB color space and other color models.	Covered	
4	4	8				
Month: April 2020			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4	Color Harmony: Complementary, analogous, and triadic color schemes. Warm and cool color harmonies. Creating color palettes for design.	Covered	
4	4	8				
			Unit-5	Color Mixing: Additive color mixing (light) and subtractive color mixing (paint). Understanding color mixing digital and traditional art.		

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Name of the teacher: Mrs. Shubnam Mulla

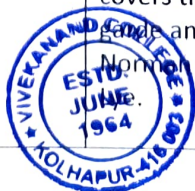
Subject: B.Voc. Animation & Film-Making - I

Semester - I Course Title: History of Animation (1684)

Month: July 2019			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	
4	0	4				
Month: August 2019			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
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	
4	0	4				
Month: September 2019			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
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	Covered	
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Month: October 2019			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	
4	0	4				
Month: November 2019			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	
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B.Voc. Animation & Film-Making department

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Annual Completion Report

Name of the teacher: Mr. Mangesh N Kumbhar

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

Semester - III **Course Title:** Clay Animation (1697)


Month: July 2019			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1	Clay: Different types of modeling clay in various colors, such as plasticine or polymer clay, are essential for creating your characters and objects.	Covered	
4	0	4				
Month: August 2019			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-2	Armature: Armatures are skeletal structures that provide support to your clay characters and allow for more precise movements. You can purchase pre-made armatures or create your own using wire and other materials.	Covered	
4	0	4				
Month: September 2019			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3	Animation Software: Clay animation typically involves capturing individual frames and then editing them together to create a video. You'll need animation software, such as Stop Motion Pro or Dragonframe, to capture and edit your frames.	Covered	
4	0	4				
Month: October 2019			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4	Camera: A digital camera with manual settings and a tripod is crucial for capturing each frame of your animation. Ensure it is stable and provides high-resolution images.	Covered	
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Mr Mangesh N. Kumbhar



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Month: November 2019			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-5	Lighting: Good lighting is essential to ensure consistent and even illumination of your scene. Softbox lights or adjustable LED lights can help control the lighting conditions.	Covered	
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