

# Vivekanand College, Kolhapur (Autonomous)

B.Voc. Animation & Film-Making department

Academic Year : 2018-19

## 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 2018			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-1</b>	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	
4	4	8				
Month: August 2018			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-2</b>	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 2018			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-3</b>	Anatomy: Importance of Anatomy in animation, Basic Forms, Proportion of Human Body, Perspective Drawing, Drawing Planes, Surface of a Body, Study of a Man-	Covered	
4	4	8				



  
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				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.		
<b>Month: October 2018</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-4</b>	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	
4	4	8				
<b>Month: November 2018</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-5</b>	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				

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

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

**Semester – II Course Title:** Classical Animation (1690)

<b>Month: January 2019</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-1</b>	Sketching and Drawing: drawing techniques, Proportions, Sketching Moving Objects, People, Animals, Proportion-portrait drawing, Highlighting, bones, muscles at rest, translate, understanding correct volumes. Perspective in 2 & 3-point	Covered	
4	4	8				



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<b>Month: February 2019</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-2</b>	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				
<b>Month: March 2019</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-3</b>	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				
<b>Month: April 2019</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-4</b>	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, Part's face, Symmetry-proportions, Chubbiness, Feet study, Proportions Feet, Drawing child-various angles.	Covered	
4	4	8				
			<b>Unit-5</b>	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. Mahesh B Mali

Subject: B.Voc. Animation & Film-Making 1

Semester – II Course Title Digital Animation (1691)

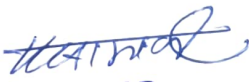
Month: January 2019			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-1</b>	Introduction to Digital Tools and Software: This section provides an overview of the digital tools and software used in digital composition. It covers popular software such as Adobe Photoshop, Adobe Illustrator, and other relevant programs. Students learn the basics of navigating the software and utilizing different tools and features.	Covered	
4	4	8				
Month: February 2019			Module/Unit:	Sub-units planned		
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	
4	4	8				
Month: March 2019			Module/Unit:	Sub-units planned		
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	
4	4	8				
Month: April 2019			Module/Unit:	Sub-units planned		
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	Covered	
4	4	8				



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			<b>Unit-5</b>	<p>other input devices to create illustrations, and explore techniques such as digital painting, line art, shading, and texturing.</p> <p>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).</p>		
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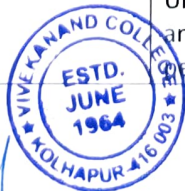
Name of the teacher: Mr. Aanad Sawant

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

Semester - I Course Title: Perspective (1683)

Month: July 2018			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-1</b>	Linear Perspective: One-Point Perspective Two-Point Perspective Three-Point Perspective Multi-Point Perspective	Covered	
4	4	8				
Month: August 2018			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-2</b>	Aerial Perspective: Atmospheric effects Gradient of color and value to imply distance	Covered	
4	4	8				
Month: September 2018			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-3</b>	Foreshortening: Understanding how objects appear shorter due to perspective Anatomical and object foreshortening	Covered	
4	4	8				
Month: October 2018			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-4</b>	Composition and Framing: Rule of thirds Golden ratio Framing techniques to create depth and interest	Covered	
4	4	8				
Month: November 2018			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-5</b>	Architectural Perspective: Drawing buildings and interiors Understanding architectural elements in perspective	Covered	
4	4	8				

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Mr. Aanad Sawant



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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 2019			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-1</b>	Color Fundamentals: Introduction to the color wheel. Primary, secondary, and tertiary colors. Color properties: hue, saturation, and brightness.	Covered	
4	4	8				
Month: February 2019			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-2</b>	Color Perception: How humans perceive and interpret color. The physiology of color vision. Color blindness and its types.	Covered	
4	4	8				
Month: March 2019			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-3</b>	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 2019			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-4</b>	Color Harmony: Complementary, analogous, and triadic color schemes. Warm and cool color harmonies. Creating color palettes for design.	Covered	
4	4	8				
			<b>Unit-5</b>	Color Mixing: Additive color mixing (light) and subtractive color mixing (paint). Understanding color mixing in digital and traditional art.		

Mr. Aanad Sawant



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Academic Year : 2018-19

## Annual Completion Report

Name of the teacher: Mrs. Shubnam Mulla

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

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

Month: July 2018			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-1</b>	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 2018			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-2</b>	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 2018			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-3</b>	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 and Len Lye.	Covered	
4	0	4				

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Mrs. Shubnam Mulla



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Month: October 2018			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-4</b>	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 2018			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-5</b>	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	
4	0	4				

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 Mrs. Shubram, Mulla



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