Vivekanand College, Kolhapur (Autonomous)

B.Voc. Animation & Film-Making department
Academic Year : 2022-23
Annual Completion Report

Name of the teacher: Mr. Mahesh B Mali

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

Semester - I **Course Title**: Digital Composition I (1739)

Month: July 2022			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1	Understanding paths, views, selection tools,	Covered	
4	4	8		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.		
Month: August 2022			**Module/Unit:**	**Sub-units planned**		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-2	Transform tools including scaling, rotating,	Covered	
4	4	8		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.		
Month: September 2022			**Module/Unit:**	**Sub-units planned**		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3	Changing blending modes and opacity,	Covered	
4	4	8		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 warp effects and the envelope feature,		

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			Module/Unit:	Sub-units planned		
				Understanding the Appearance panel.		

Month: October 2022			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4	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	
4	4	8				

Month: November 2022			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-5	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	
4	4	8				

Name of the teacher: Mr. Mahesh B Mali

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

Semester – II   Course Title: Fundamentals Of Classical Animation (1741)

Month: January 2023			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	
4	0	4				

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Month: February 2023			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	0	4				
Month: March 2023			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	0	4				
Month: April 2023			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, Part's face, Symmetry- proportions, Chubbiness, Feet study, Proportions Feet, Drawing child- various angles.	Covered	
4	0	4				
			Unit-5	Detailed Animal Anatomy: Drawing animal figure Detailed forms, angle selection of drawing, drawing animal character, Face study, Leg		

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				study, Leg movement, understanding material quality of Tail, creating animal in perspective.		

Name of the teacher: Mr. Mahesh B Mali
Subject: B.Voc. Animation & Film-Making - I
Semester – II   Course Title: Digital Composition II (1742)

Month: January 2023			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 2023			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 2023			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 seamlessly.	Covered	
4	4	8				

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Month: April 2023			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: E-Learning & Social Media (1745)

Month: July 2022			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 2022			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	Covered	
4	4	8				

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			media, social media activism.		

Month: September 2022			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 2022			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 2022			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: Digital Animation (1746)

Month: January 2023			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, Rotoscope to Motion Capture, Becoming an Animator, Becoming an Actor, Becoming a Storyteller, Becoming a Creative Practitioner,	Covered
4	4	8			

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				Applications of Animation Entertainment, Advertisement, Education, Medical Practise and Engineering.		
Month: February 2023			**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, Volume, Line of action, Path of action, Walk cycles-animal and human.	Covered	
4	4	8				
Month: March 2023			**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	4	8				
Month: April 2023			**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-The animator's drawing tools, The animation table (light box, Field charts, Exercises and warm ups on pegging sheet, Line tests, The exposure sheet ("X" sheet).	Covered	
4	4	8				
			Unit-5	a) Pipeline Preproduction- Idea, Story, R&D, Script to Screenplay, Storyboards. ProductionLayout, 3D		

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				Model, Texturing(Surfacing), Rigging/setup, Animation, 3D Visual effects, Lighting and Rendering and Post production – Colour Correction, Audio Video Editing, Final Output.		

Name of the teacher: Mr. Mahesh B Mali

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

Semester - V   **Course Title**: Film Planning (1712)

Month: July 2022			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 2022			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 2022			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 2022			Module/Unit:	Sub-units planned		
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 2022			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)		Timing and Pacing - Understanding timing and	Covered	

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4	0	4	Unit-5	rhythm in motion graphics - Creating smooth and dynamic animations - Applying easing and motion curves		

Name of the teacher: Mr. Mahesh B Mali
Subject: B.Voc. Animation & Film-Making - III
Semester – VI   Course Title: Film Making (1720)

Month: January 2023			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 2023			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				

Month: March 2023			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-3	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	Covered	
4	0	4				

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				assets to life by creating convincing movement and performances. Students learn about rigging techniques, character setup, keyframing, motion capture, and other animation methods.		

Month: April 2023			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4	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				
			Unit-5	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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Academic Year : 2022-23

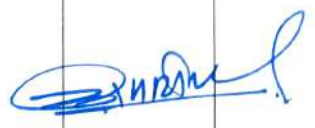**Annual Completion Report**

Name of the teacher: Mr. Atul R Patil

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

Semester - I   **Course Title:** Foundation Of Art 1 (1738)

Month: July 2022			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit-1**	Sketching and Drawing: drawing techniques,	Covered	
4	4	8		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.		
Month: August 2022			**Module/Unit:**	**Sub-units planned**		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit-2**	Colour Theory and Composition:	Covered	
4	4	8		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		

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Month: September 2022			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	
4	4	8				

Month: October 2022			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 childvarious angles.	Covered	
4	4	8				

Month: November 2022			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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Name of the teacher: Mr. Atul R Patil

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

Semester - II   **Course Title**: Foundation Of Art 2 (1740)

Month: Jan 2023			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	
4	4	8				
Month: Feb 2023			**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 2023			**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 2023			**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 angles, Feet study:	Covered	
4	4	8				

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| | | | | 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. | | |
| | | | Unit-5 | 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. | | |

Name of the teacher: Mr. Atul R Patil

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

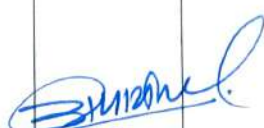**Semester** - III   **Course Title**: Character Design & Props (1743)

Month: July 2022			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	
4	4	8				
Month: August 2022			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	Covered	
4	4	8				

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				backstories, motivations, and relationships, and how to visually represent these aspects through design choices.		

Month: September 2022

Lectures (Credits)	Practical's (Credits)	Total (Credits)	Module/Unit: Unit-3	Sub-units planned		
4	4	8		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	

Month: October 2022

Lectures (Credits)	Practical's (Credits)	Total (Credits)	Module/Unit: Unit-4	Sub-units planned		
4	4	8		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	

Month: November 2022

Lectures (Credits)	Practical's (Credits)	Total (Credits)	Module/Unit: Unit-5	Sub-units planned		
4	4	8		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.	Covered	

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Name of the teacher: Mr. Atul R Patil
Subject: B.Voc. Animation & Film-Making - III
Semester - VI   **Course Title**: 2D Animation (1718)

Month: Jan 2023			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	
4	0	4				
Month: Feb 2023			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	
4	0	4				
Month: March 2023			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 Action Script 3.0.	Covered	
4	0	4				

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Month: April 2023			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4	Grid and guidelines, Onion-skinning,	Covered	
4	0	4		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 movies Action Script overview, Actions panel, Script window, Action Script editor environment, Syntax, script- button, movie clip, frames, basic programming language and action script.		
			Unit-5	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.		

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Vivekanand College, Kolhapur (Autonomous)

B.Voc. Animation & Film-Making department

Academic Year : 2022-23

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Name of the teacher: Mr. Nikhil B Shinge

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

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

Month: July 2022			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 2022			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	
4	0	4				
Month: September 2022			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	Covered	
4	0	4				

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Mr. N. B. Shinge

Month: October 2022			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 2022			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	
4	0	4				

Name of the teacher: Mr. Nikhil B Shinge

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

Semester - IV   **Course Title**: 3D Modeling & Texturing (1748)

Month: January 2023			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	
4	4	8				

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					perspective view, Poly editing techniques- Extruding, Bridging, Adding polygon to mesh.		

Month: February 2023			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit-2**	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 scene.	Covered	
4	4	8				

Month: March 2023			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit-3**	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. AnimationLocomotion, Body mechanic- Weight and balance	Covered	
4	4	8				

Month: April 2023			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit-4**	Techniques behind Planning and blocking methods, Understanding Hips, In-depth look of principles of animation, Splining and Polishing methods, Phrasing or person shot, Force and forms, Animating Physicality workflow.	Covered	
4	4	8				

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			Unit-5	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.		

Name of the teacher: Mr. Nikhil B Shinge
Subject: B.Voc. Animation & Film-Making - II
Semester - IV   **Course Title**: 3D Lighting (1747)

Month: January 2023			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	
4	4	8				
Month: February 2023			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	
4	4	8				

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Month: March 2023			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	
4	4	8				

Month: April 2023			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	
4	4	8	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.		

Name of the teacher: Mr. Nikhil B Shinge

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

Semester - V   **Course Title**: 3D Advance Rigging (1749)

Month: July 2022			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	Covered	
4	4	8				

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				systems, create non flipping twist rigs. Create Own Character and Apply Rigging: Rigging in 3D Animation, rigging techniques on characters.		

Month: August 2022

Lectures (Credits)	Practical's (Credits)	Total (Credits)	Module/Unit: **Unit-2**	**Sub-units planned** 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	
4	4	8				

Month: Sep 2022

Lectures (Credits)	Practical's (Credits)	Total (Credits)	Module/Unit: **Unit-3**	**Sub-units planned** 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	
4	4	8				

Month: Oct 2022

Lectures (Credits)	Practical's (Credits)	Total (Credits)	Module/Unit: **Unit-4**	**Sub-units planned** 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	
4	4	8				

Month: Nov 2022

Lectures (Credits)	Practical's (Credits)	Total (Credits)	Module/Unit: **Unit-5**	**Sub-units planned** 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 joints	Covered	
4	4	8				

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| | | | | | 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. | | |

Name of the teacher: Mr. Nikhil B Shinge
Subject: B.Voc. Animation & Film-Making - III
Semester - V   **Course Title**: 3D Dynamics (1750)

Month: July 2022			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit-1**	Dynamics: Introduction to Dynamics and Dyna motive solver, Particles, Emitters, Fields:Air, Drag, Gravity, Newton, Turbulance, Vortex, Volume, Particle collusions, Particle cache, Goals, Soft bodies, Springs, Rigid bodies, Constraints, Effect: Fire, Smoke, Fireworks, Lightening, Shatter, Curve flow, Surface flow, Rendering particles and effects, Maya Paint Effects, Baking simulations, Render types.	Covered	
4	4	8				
Month: August 2022			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit-2**	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 effects, creating a	Covered	
4	4	8				

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Month: September 2022			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit-3**	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	
4	4	8				

Month: October 2022			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit-4**	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 within nCloth, Set driven keys to help move the cloth, cloth stretching and joint pulling, cloth interaction with environment, real time cloth interaction.	Covered	
4	4	8				

Month: November 2022			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit-5**	Hair Simulation: Maya Dynamics- nHair, Xgen, basic functions and workflows for Hair simulations, nHair toolset, Hair systems and nucleus nodes, Paint hait follicles tool, Hair clumps, collisions, Hair dynamics settings, caching	Covered	
4	4	8				

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				simulations, groom able splines for short hair, Interactive Grooming, hair splines for longer hair, Hair interaction with different elements of nature. 8 Hours		

Name of the teacher: Mr. Nikhil B Shinge

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

Semester - VI   **Course Title**: 3D Animation (1719)

Month: Jan 2023			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-1	Biped and Motion Flow (Introduction, Creating and Editing Biped, Motion Panel). Behaviour & Body language Analysis & Implementation (Mechanical, Bird, Animal, Human, Environment).	Covered	
4	4	8				

Month: Feb 2023			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-2	Introduction to Walks with Personality, Locomotion, Body mechanic- Weight and balance, Techniques behind Planning and blocking methods, Understanding Hip.	Covered	
4	4	8				

Month: March 2023			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	
4	4	8				

Month: April 2023			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	
4	4	8				
			Unit-5	Character Sets and Trax Editor (Introduction, Character sets, Trax Editor, Character Mapping). Behaviour &		

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				Body language Analysis & Implementation (Mechanical, Bird, Animal, Human, Environment).		

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Vivekanand College, Kolhapur (Autonomous)

B.Voc. Animation & Film-Making department
Academic Year : 2022-23
Annual Completion Report

Name of the teacher: Mr. Aniket N Kore
Subject: B.Voc. Animation & Film-Making – II
Semester - III   **Course Title**: Script Writing & Story Boarding (1744)

Month: July 2023			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
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 Headings, Character Name, Screenplay, Titles and End Credits	Covered	
4	0	4				
Month: August 2023			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit-2** 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				
Month: September 2023			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit-3** 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				

Mr. Aniket. N. Kore

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Month: October 2023			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-4 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.		
4	0	4				

Month: November 2023			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-5 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				

Name of the teacher: Mr. Aniket N Kore

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

Semester - V   **Course Title:** Advanced VFX (1710)

Month: July 2023			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
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 2023			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 2023			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, parllax, 3D projection, fore ground, mid ground, background compositing, adding depth, atmospheric effects.	Covered	
4	12	16				

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Month: October 2023			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 2023			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, Mask, DOF, depth generator.	Covered	
4	12	16				

Name of the teacher: Mr. Aniket N Kore

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

Semester - VI   **Course Title**: Script Writing (1717)

Month: January 2022			Module/Unit:	Sub-units planned	Syllabus Covered/ Not Covered	Remark
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 Headings, Character Name, Screenplay, Titles and End Credits	Covered	
4	0	4				

Month: February 2022			Module/Unit:	Sub-units planned		
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit-2** 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	Covered	
4	0	4				

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(AUTONOMOUS)

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				Description, Extension, Dual Column Dialogue, Act numbers, Scene Numbers, short lines, dialogue paragraphs, Character Arc.12 Hours	

Month: March 2022			Module/Unit:	Sub-units planned	
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit-3** 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			

Month: April 2022			Module/Unit:	Sub-units planned	
Lectures (Credits)	Practical's (Credits)	Total (Credits)	**Unit-4** 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			
			Unit-5 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.	

Mr. Aniket .N. Kore

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