

## Vivekanand College, Kolhapur (Autonomous)

B.Voc. Animation & Film-Making department

Academic Year : 2020-21

### Annual teaching Plan

**Name of the teacher:** Mr. Aanad Sawant

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

**Semester - I Course Title:** Perspective (1683)

Month: July 2020			Module/Unit:	Sub-units planned
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
4	4	8		
Month: August 2020			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
4	4	8		
Month: September 2020			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
4	4	8		
Month: October 2020			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
4	4	8		
Month: November 2020			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
4	4	8		

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MR. AANAD SAWANT



Name of the teacher: Mr. Aanad Sawant

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

Semester – II Course Title: Color Theory (1689)

Month: January 2021			Module/Unit:	Sub-units planned
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.
4	4	8		
Month: February 2021			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.
4	4	8		
Month: March 2021			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.
4	4	8		
Month: April 2021			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.
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.

  
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MR. AANAD SAWANT

Name of the teacher: Mr. Aanad Sawant

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

Semester – VI Course Title: Script Writing (1717)

Month: January 2021			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 Headings, Character Name, Screenplay, Titles and End Credits
4	0	4		
Month: February 2021			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
4	0	4		
Month: March 2021			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.
4	0	4		
Month: April 2021			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		
			Unit-5	Intellectual property and copyrights Public domain material, Protecting the idea, Proof of ownership, Confidentiality agreement, Piracy, Animation Industry in India, Case Study.

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MR. AANAD SAWANT



## Vivekanand College, Kolhapur (Autonomous)

B.Voc. Animation & Film-Making department

Academic Year : 2020-21

### Annual teaching Plan

**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 2020			Module/Unit:	Sub-units planned
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.
4	4	8		
Month: August 2020			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
4	4	8		
Month: September 2020			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.
4	4	8		
Month: October 2020			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.
4	4	8		
Month: November 2020			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.
4	4	8		

  
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Name of the teacher: Mr. Mahesh B Mali

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

Semester – II Course Title: Classical Animation (1690)

Month: January 2021			Module/Unit:	Sub-units planned
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, maintaining correct volumes. Perspective: in 2 & 3-point
4	4	8		
Month: February 2021			Module/Unit:	Sub-units planned
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.
4	4	8		
Month: March 2021			Module/Unit:	Sub-units planned
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.
4	4	8		
Month: April 2021			Module/Unit:	Sub-units planned
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.
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 - I

Semester – II Course Title: Digital Animation (1691)

Month: January 2021			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.
4	4	8		
Month: February 2021			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
4	4	8		
Month: March 2021			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.
4	4	8		
Month: April 2021			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 other input devices to create illustrations, and explore techniques such as digital painting, line art, shading, and texturing.
4	4	8		
			<b>Unit-5</b>	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).

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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 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-1</b>	New Media, Evolution of Digital Communication, Personal Learning Networks, Digital Economics, online news, online political communication, Access and the Digital Divide
4	4	8		
Month: August 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-2</b>	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.
4	4	8		
Month: September 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-3</b>	Layout techniques; showing how design elements combine to create an overall look to the publication (Magazine, newspaper, leaflet, poster, pamphlet etc).
4	4	8		
Month: October 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-4</b>	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.
4	4	8		
Month: November 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-5</b>	Concept of e-governance & e-learning, finding information on the World Wide Web, Writing for blogs.
4	4	8		

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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 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-1</b>	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, Applications of Animation Entertainment, Advertisement, Education, Medical Practise and Engineering.
4	0	4		
Month: February 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-2</b>	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.
4	0	4		
Month: March 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-3</b>	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,
4	0	4		
Month: April 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-4</b>	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).
4	0	4		
			<b>Unit-5</b>	on Pipeline Preproduction- Idea, Story, R&D, Script to screenplay, Storyboards. Production Layout, 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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Name of the teacher: Mr. Mahesh B Mali

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

Semester - V Course Title: Advance VFX (1710)

<b>Month: July 2020</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-1</b>	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.
4	4	8		
<b>Month: August 2020</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-2</b>	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.
4	4	8		
<b>Month: September 2020</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-3</b>	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.
4	4	8		
<b>Month: October 2020</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-4</b>	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.
4	4	8		
<b>Month: November 2020</b>			<b>Module/Unit:</b>	<b>Sub-units planned</b>
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<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
4	4	8		

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

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

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

Month: July 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-1</b>	Introduction to Motion Graphics - Definition and purpose of motion graphics - Historical overview and examples of motion graphics - Principles and elements of motion design
4	0	4		
Month: August 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-2</b>	Motion Graphics Software - Introduction to popular motion graphics software (e.g., Adobe After Effects) - Interface and tools overview - Keyframing and animation techniques
4	0	4		
Month: September 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-3</b>	Typography in Motion Graphics - Typography principles and hierarchy - Kinetic typography techniques - Using type as a design element in motion graphics
4	0	4		
Month: October 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-4</b>	Graphics and Visual Effects - Incorporating graphics and images in motion graphics - Creating and animating shape layers - Using masks and mattes for visual effects
4	0	4		
Month: November 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-5</b>	Timing and Pacing - Understanding timing and rhythm in motion graphics - Creating smooth and dynamic animations - Applying easing and motion curves
4	0	4		



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

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

**Semester – VI Course Title:** Film Making (1720)

Month: January 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-1</b>	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.
4	0	4		
Month: February 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-2</b>	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.
4	0	4		
Month: March 2021			Module/Unit:	Sub-units planned
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.
4	0	4		
Month: April 2021			Module/Unit:	Sub-units planned
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.
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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**Name of the teacher:** Mr. Mahesh B Mali

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

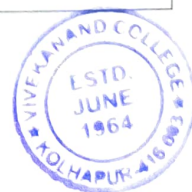
**Semester – VI Course Title:** 2D Animation (1718)

Month: January 2021			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.
4	0	4		
Month: February 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-2</b>	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.
4	0	4		
Month: March 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-3</b>	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.
4	0	4		
Month: April 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-4</b>	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 movies Action Script overview, Actions panel, Script window, Action Script editor environment, Syntax, script- button, movie clip, frames, basic programming language and action script.
4	0	4		
			<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.

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## Vivekanand College, Kolhapur (Autonomous)

B.Voc. Animation & Film-Making department

Academic Year : 2020-21

### Annual teaching Plan

**Name of the teacher:** Mrs. Shubnam Mulla

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

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

Month: July 2020			Module/Unit:	Sub-units planned
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.
4	0	4		
Month: August 2020			Module/Unit:	Sub-units planned
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.
4	0	4		
Month: September 2020			Module/Unit:	Sub-units planned
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, Len Lye.
4	0	4		
Month: October 2020			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.
4	0	4		
Month: November 2020			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.
4	0	4		

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B. VOC. ANIMATION & FILM-MAKING  
VIVEKANAND COLLEGE, KOLHAPUR  
(AUTONOMOUS)

MRS. SHUBNAM MULLA



Name of the teacher: Mrs. Shubnam Mulla

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

Semester - III Course Title: 3D Modling (1698)

Month: July 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-1</b>	3D Modelling: Introduction to various 3D modelling, working with symmetry, Editing components in orthographic view, editing components in perspective view, Poly editing techniques- Extruding, Bridging, Adding polygon to mesh.
4	4	8		
Month: August 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-2</b>	Modelling techniques: Using 2D reference sketches to model, , Image Plañes,"Sculpting, Retoplogy 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.
4	4	8		
Month: September 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<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. AnimationLocomotion, Body mechanic- Weight and balance
4	4	8		
Month: October 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<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.
4	4	8		
Month: November 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-5</b>	Hyper realistic Character Modeling and digital sculpting: Modeling the hyper realistic Human FaceModeling the hyper realistic Human body -Quadruped Modeling- Adding hyper realistic detail with Digital sculpting tool and Modeling 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.
4	4	8		

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*Shubnam Mulla*

MRS. SHUBNAM MULLA



Name of the teacher: Mrs. Shubnam Mulla

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

Semester - IV Course Title: Texturing & Lighting (1705)

Month: January 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-1</b>	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.
4	4	8		
Month: February 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-2</b>	Maya Lighting Tools: Introduction to the various lighting tools available in Maya, such as point lights, spotlights, area lights, and image-based lighting (IBL).
4	4	8		
Month: March 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-3</b>	Photorealistic Lighting: Strategies for achieving photorealistic lighting, including the use of HDR images, physical sky setups, and advanced rendering techniques.
4	4	8		
Month: April 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-4</b>	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..
4	4	8		
			<b>Unit-5</b>	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.

*Shubnam Mulla*

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*Shubnam Mulla*

MRS. SHUBNAM MULLA



Name of the teacher: Mrs. Shubnam Mulla

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

Semester - IV Course Title: Rigging (1706)

Month: January 2021			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.
4	4	8		
Month: February 2021			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.
4	4	8		
Month: March 2021			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.
4	4	8		
Month: April 2021			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 Rig-Anatomy of a face, The Facial Action Coding System(FACS), Mouth shapes, Phonemes, Animation controllers for Face, Character GUI.
4	4	8	Unit-5	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.



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MRS. SHUBNAM MULLA





**Name of the teacher:** Mrs. Shubnam Mulla

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

**Semester - V Course Title:** Sound Techniques (1711)

Month: July 2020			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.
4	4	8		
Month: August 2020			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.
4	4	8		
Month: September 2020			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.
4	4	8		
Month: October 2020			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 Rig-Anatomy of a face, The Facial Action Coding System(FACS), Mouth shapes, Phonemes, Animation controllers for Face, Character GUI.
4	4	8		
Month: November 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	Unit-5	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.
4	4	8		

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*(Signature)*

**MRS. SHUBNAM MULLA**



Name of the teacher: Mrs. Shubnam Mulla

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

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

Month: Jan 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<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).
4	4	8		
Month: Feb 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-2</b>	Introduction to Walks with Personality, Locomotion, Body mechanic- Weight and balance, Techniques behind Planning and blocking methods, Understanding Hip.
4	4	8		
Month: March 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-3</b>	In-depth look of principles of animation, Splining and Polishing methods, Phrasing or bets in shot, Force and forms, Animating Physicality workflow.
4	4	8		
Month: April 2021			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-4</b>	Animation Essentials (Advanced) – Introduction, Import / Export & References, Animation Passes, Sound. Exposure Sheet.
4	4	8		
			<b>Unit-5</b>	Character Sets and Trax Editor (Introduction, Character sets, Trax Editor, Character Mapping). Behavior & Body language Analysis & Implementation (Mechanical, Bird, Animal, Human, Environment).

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(AUTONOMOUS)



MRS. SHUBNAM MULLA

# Vivekanand College, Kolhapur (Autonomous)

B.Voc. Animation & Film-Making department

Academic Year : 2020-21

## Annual teaching Plan

Name of the teacher: Mr. Mangesh N Kumbhar

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

Semester - III

Course Title: Clay Animation (1697)

Month: July 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-1</b>	Clay: Different types of modeling clay in various colors, such as plasticine or polymer clay, are essential for creating your characters and objects.
4	0	4		
Month: August 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-2</b>	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.
4	0	4		
Month: September 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-3</b>	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.
4	0	4		
Month: October 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-4</b>	Camera: A digital camera with manual settings and a tripod is crucial for capturing each frame of your animation. Ensure it's stable and provides high-resolution images.
4	0	4		
Month: November 2020			Module/Unit:	Sub-units planned
Lectures (Credits)	Practical's (Credits)	Total (Credits)	<b>Unit-5</b>	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.
4	0	4		

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(AUTONOMOUS)

MR. MANGESH N. KUMBHAR

