

Deccan Education Society's

Fergusson College (Autonomous), Pune

Program Specific Outcomes(PSOs) and Course Outcomes (COs) 2019-20

Department of Animation

Programme: B.Sc. Animation

PSO	Program Specific Outcomes(PSOs)
No.	Upon completion of this programme the student will be able to
PSO1	Academic competence:
	(i) Create competence in the fields of Computer Graphics assets creation, Visual Effects, Gaming and Graphic designing. (ii) Understand the ongoing changing trends and keep them updated with the latest technology. (iii) Produce creative and technical skills in various domains of Animation, Gaming, VFX and multimedia. This will enable them to be employed globally.
PSO2	Personal and Professional Competence:
	(i) Use critical thinking skills and problem-solving strategies for overall development of the professional growth in the fields like Animation, VFX, gaming, and graphics. (ii) Carry out industry orientated new technologies and new trends in animation, VFX & graphics. (iii) Create ample opportunities to work effectively to emerge as an acceptable team leader by working on team projects & assignments.
PSO3	Research Competence:
	(i) Apply technical knowledge and methodologies from animation softwares in order to conduct research and demonstrate appropriate skill to seek solutions to problems that emerge in various fields of 3d animation & VFX simulations
PSO4	Entrepreneurial and Social competence:
	(i) Develop Entrepreneurial capabilities considering animation industry works mainly on freelancing and individual creativity. (ii) Build adequate knowledge, skill, dedication and work ethics required for accomplishment of the assigned task and strengthen social competency skills. (iii) Able to demonstrate their acquired knowledge for the growth of social and ethical values in outdoor activities, such as service learning, internships and field work. (iv) Maintain and develop ethics of Media, Animation & Gaming Industry as these industries plays vital role in today's generations.

	F.Y. B.Sc. Semester I	
Title of the Course and Course Code	Basics of Animation (ANI1101)	Number of Credits : 03
On c	ompletion of the course, the students will be able to:	Bloom's Cognitive level
CO1	Describe the evolution of animation and its history.	1
CO2	Discuss the art of movement and analyze creative work of artist.	2
CO3	Examine various processes of animation techniques that are developed with various equipments.	3
CO4	Compare and contrast various traditional animation techniques.	4
CO5	Determine various animation techniques with basic principles of animation.	5
CO6	Build various optical toys and animations before films.	6
Title of the Course and Course Code	Language Skills (ANI1102)	Number of Credits: 03
On c	ompletion of the course, the students will be able to:	Bloom's Cognitive level
CO1	State importance of language in communication & journey of language.	1
CO2	Explain varied forms of applied formal writing.	2
CO3	Illustrate proofreading skills to eliminate linguistic barriers.	3
CO4	Compare written communication as an important form of communication.	4
CO5	Evaluate common errors in English language.	5
CO6	Prepare to interact with formal correspondence.	6
Title of the Course and Course Code	Photography (ANI1103)	Number of Credits: 03
On c	ompletion of the course, the students will be able to:	Bloom's Cognitive level
CO1	Recall history of Photography	1

CO2	Explain camera functioning	2
CO3	Operate camera and its accessories	3
CO4	Compare lighting techniques and types of lenses	4
CO5	Review color theory	5
CO6	Generate photographs using the given techniques	6
Title of the Course and Course Code	Foundation Art (ANI1104)	Number of Credits : 04
	ompletion of the course, the students will be able to:	Bloom's Cognitive level
CO1	Recall the basics of drawing and material handling.	1
CO2	Illustrate the importance of elements of designs	2
CO3	Demonstrate the usage of positive and negative space in a design composition.	3
CO4	Identify, analyze color theory and color harmony in drawing and sketching.	4
CO5	Review different type of art forms.	5
CO6	Create backgrounds and compositions with the help of color theory and color harmony.	6
Title of the Course and Course Code	Character Design (ANI1105)	Number of Credits: 04
	ompletion of the course, the students will be able to:	Bloom's Cognitive level
CO1	Recall the basics of drawing and sketching	1
CO2	Illustrate the importance of character designing	2
CO3	Demonstrate the usage of expressions in character design	3
CO4	Identify, analyze types of characters and their styles	4
CO5	Review different type of concept arts in context of characters	5
CO6	Create Character Bible, Model Sheets for a newly designed character.	6

	the and le	Cell Animation (ANI1106)	Number of Credits : 04
(On co	ompletion of the course, the students will be able to:	Bloom's Cognitive level
CO1		Describe the Principles of Animation for creation of cell animations.	1
CO2		Explain various principles of animation with the help of traditional methods.	2
CO3		Apply action analysis and observations to animated drawings.	3
CO4		Analyze basic animation movements for characters or objects.	4
CO5		Determine critical thinking skills elemental to the problem solving of design and the visual arts.	5
CO6		Create drawings that represent actions and emotions.	6
	41		N. 1 6
	the and le	Brainstorming & Crafting (ANI1107)	Number of Credits : 04
		ompletion of the course, the students will be able to:	Bloom's Cognitive level
CO1		Recall the basics of drawing and material handling.	1
CO2		Illustrate the importance of brainstorming methods	2
CO3		Demonstrate the various methods of brainstorming	3
CO4		Identify, analyze different materials and tools used in art	4
CO5		Review different type of art forms along with the content	5
CO6		Create various innovative creative art sculptures	6
		F.Y. B.Sc. Semester II	
	the and le	Visual Communication (ANI1201)	Number of Credits: 03
(On co	ompletion of the course, the students will be able to:	Bloom's Cognitive level
CO1		Describe basics of Communication.	1
CO2		Explain theory of Visual Communication.	2

CO3	Apply rules of communication theory.	3
CO4	Analyze various camera angles and shots.	4
CO5	Determine the importance of visuals in media.	5
CO6	Create a design or storyboards for the films.	6
Title of the Course and Course Code	Stop Motion Animation (ANI1202)	Number of Credits: 03
On c	ompletion of the course, the students will be able to:	Bloom's Cognitive level
CO1	Describe the working of stop motion industry.	1
CO2	Explain the process of handling materials for clay modelling and cut out animation.	2
CO3	Classify armature and miniature modelling.	3
CO4	Differentiate techniques between cut-out animation and clay- mation.	4
CO5	Review the techniques of tool handling.	5
CO6	Create an animated clip by using the cut out and clay animation techniques.	6
Title of the Course and Course Code	Digital Film Production (ANI1203)	Number of Credits: 03
On c	ompletion of the course, the students will be able to:	Bloom's Cognitive level
CO1	Recall basics of Camera	1
CO2	Explain lighting & cinematography techniques	2
CO3	Execute video shoots with lighting setups	3
CO4	Compare different cameras with lenses	4
CO5	Review post production techniques & stages	5
CO6	Compose video footages to create final outputs	6
Title of the Course and Course Code	Advance Foundation Art (ANI1204)	Number of Credits : 04

On c	ompletion of the course, the students will be able to:	Bloom's Cognitive level
CO1	Recall the basics of drawing and sketching	1
CO2	Illustrate the importance of color theory	2
CO3	Demonstrate the usage of 1-2 point perspective in drawing	3
CO4	Identify, analyze color theory and color harmony in drawing and sketching.	4
CO5	Review different type of art forms.	5
CO6	Create backgrounds, compositions and storyboards with the help of color theory and color harmony.	6
Title of the Course and Course Code	Advance Character Design (ANI1205)	Number of Credits : 04
On c	ompletion of the course, the students will be able to:	Bloom's Cognitive level
CO1	Recall the basics of drawing and sketching	1
CO2	Illustrate the importance of character designing	2
CO3	Demonstrate the usage of expressions in character design	3
CO4	Identify, analyze types of characters and their styles	4
CO5	Review different type of concept arts in context of characters	5
CO6	Create Character Bible, Model Sheets for a newly designed character	6
T:41 f 41	Visitari Dariari (Illandurdari) (ANI 1206)	N
Title of the Course and Course Code	Vector Design (Illustrator) (ANI1206)	Number of Credits: 04
On completion of the course, the students will be able to:		Bloom's Cognitive level
CO1	Recall theoretical knowledge of print and digital media.	1
CO2	Explain various concepts of digital art.	2
CO3	Illustrate the usage of various tools for vector graphic software.	3

CO4	Identify various points of vector design styles & raster designing	4
CO5	Compare Concept Art and Fantasy Art while converting from paper to digital format.	5
CO6	Create art related to print media and vector based using digital platforms.	6
Title of the Course and Course Code	Digital Art (Photoshop) (ANI1207)	Number of Credits: 04
On co	ompletion of the course, the students will be able to:	Bloom's Cognitive level
CO1	Recall theoretical knowledge of print and digital media.	1
CO2	Explain various concepts of digital art.	2
CO3	Illustrate the usage of various tools for graphic software.	3
CO4	Identify various points of switching from hand drawings to digital platforms.	4
CO5	Compare Concept Art and Fantasy Art while converting from paper to digital format.	5
CO6	Create background for 2d animation, texturing for 3d animation using digital platforms.	6
	S.Y. B.Sc. Semester III	
Title of the Course and Course Code	Technical English I (ANI2301)	Number of Credits: 03
On co	ompletion of the course, the students will be able to:	Bloom's Cognitive level
	State importance of language in communication & journey of language.	1
CO2	Explain varied forms of applied formal writing.	2
CO3	Illustrate proofreading skills to eliminate linguistic barriers.	3
CO4	Compare written communication as an important form of communication.	4
CO5	Evaluate common errors in English language.	5

Title Cours Cours		the and de	Production Process (ANI2302)	Number of Credits: 03
		On c	ompletion of the course, the students will be able to:	Bloom's Cognitive level
(CO1		Outline pre-production process for animated films	1
(CO2		Discuss the storyboarding techniques and animatics.	2
(CO3		Demonstrate details of character designing.	3
(CO4		Compare various characters aspects in detail.	4
(CO5		Review Story-Boards for animation.	5
(CO6		Create concept art for animated film and a Character design.	6
Title Cours Cours		the and	3d Modeling, Texturing And Rendering (ANI2303)	Number of Credits: 03
			ompletion of the course, the students will be able to:	Bloom's Cognitive level
(CO1		Recall 3d Animation techniques and concepts.	1
(CO2		Illustrate tools used for 3d modelling & texturing.	2
(CO3		Demonstrate different types of modelling.	3
(CO4		Compare modelling topologies.	4
(CO5		Review different types of shaders and materials.	5
(CO6		Design various textured 3d models & get final renders.	6
Title Cours Cours		the and	Animation Practical I (ANI2304)	Number of Credits: 04
		On c	ompletion of the course, the students will be able to:	Bloom's Cognitive level
(CO1		Outline pre-production process for animated films.	1
(CO2		Discuss the storyboarding techniques and animatics.	2
(CO3		Demonstrate details of character designing.	3

CO4	Compare various characters aspects in detail.	4
CO5	Review Story-Boards for animation.	5
CO6	Create concept art for animated film and a Character design from real life.	_
Title of the Course and Course Code	Animation Practical II (ANI2305)	Number of Credits : 04
	completion of the course, the students will be able to:	Bloom's Cognitive level
CO1	Recall theoretical knowledge of print and digital media.	1
CO2	Explain various concepts of print media.	2
CO3	Illustrate the usage of various tools for graphic software.	3
CO4	Identify various points of switching from digital platforms to print media.	4
CO5	Compare Concept Art and Fantasy Art while converting from paper to digital format to print art.	5
CO6	Create content required for print media.	6
Title of the Course and Course Code	Animation Practical III (ANI2306)	Number of Credits : 04
On c	•	Bloom's Cognitive level
CO1	Recall 3d Animation techniques and concepts.	1
CO2	Discuss tools used for 3d basics.	2
CO3	Demonstrate different types of modelling.	3
CO4	Compare modelling topologies.	4
CO5	Consider types of shaders and materials.	5
CO6	Design various textured 3d models to get final renders.	6
	S.Y. B.Sc. Semester IV	
Title of the Course and Course Code	Technical English II (ANI2401)	Number of Credits : 03

On c	ompletion of the course, the students will be able to:	Bloom's Cognitive level
CO1	State importance of language in communication & journey of language.	1
CO2	Explain varied forms of applied formal writing.	2
CO3	Illustrate proofreading skills to eliminate linguistic barriers.	3
CO4	Compare written communication as an important form of communication.	4
CO5	Evaluate common errors in English language.	5
CO6	Prepare to interact with formal correspondence.	6
Title of the Course and Course Code	3D Rigging And Animation (ANI2402)	Number of Credits: 03
On c	ompletion of the course, the students will be able to:	Bloom's Cognitive level
CO1	Recall 3d Animation techniques.	1
CO2	Discuss advanced 3d animation terms.	2
CO3	Compare different Rig setups & types of simulations.	5
CO4	Analyze terms of physics which are incorporated in 3d simulations.	4
CO5	Determine suitable results for the simulations and rig models.	5
CO6	Assemble rigs for 3d models to create character animations.	6
Title of the Course and Course Code	Compositing and Motion Graphics (ANI2403)	Number of Credits: 03
On c	ompletion of the course, the students will be able to:	Bloom's Cognitive level
CO1	Recall history & utility of motion graphics.	1
CO2	Compare various tools of motion graphics	2
CO3	Execute various compositing techniques.	3
CO4	Identify appropriate tools required for motion graphics specific projects.	4

CO5	Determine motion graphics examples based on target audience	5
CO6	Create motion graphic videos.	6
Title of the Course and Course Code	Animation Practical IV (ANI2404)	Number of Credits: 04
On	completion of the course, the students will be able to:	Bloom's Cognitive level
CO1	Recall character Animation principles.	1
CO2	Compare advanced tools used for character animation.	2
CO3	Examine 3d animation techniques.	3
CO4	Detect errors in key animations.	4
CO5	Test various character animation movements.	5
CO6	Compose different character animations.	6
Title of the Course and Course Code	` '	Number of Credits: 04
On	completion of the course, the students will be able to:	Bloom's Cognitive level
CO1	Recall rigging & simulation techniques.	1
CO2		1
	Discuss advanced 3d animation terms.	2
CO3	Discuss advanced 3d animation terms. Compare different Rig setups & types of simulations.	
CO3		2
	Compare different Rig setups & types of simulations.	2 4
CO4	Compare different Rig setups & types of simulations. Analyze terms of physics which are incorporated in 3d simulations.	2 4 4
CO4 CO5 CO6	Compare different Rig setups & types of simulations. Analyze terms of physics which are incorporated in 3d simulations. Determine suitable results for the simulations and rig models. Assemble rigs for 3d models to create character animations.	2 4 4 5 6
CO4 CO5 CO6 Title of the Course and Course Code	Compare different Rig setups & types of simulations. Analyze terms of physics which are incorporated in 3d simulations. Determine suitable results for the simulations and rig models. Assemble rigs for 3d models to create character animations. Animation Practical VI (ANI2406)	2 4 4 5 6 Number of Credits: 04
CO4 CO5 CO6 Title of the Course and Course Code	Compare different Rig setups & types of simulations. Analyze terms of physics which are incorporated in 3d simulations. Determine suitable results for the simulations and rig models. Assemble rigs for 3d models to create character animations. Animation Practical VI (ANI2406)	2 4 4 5 6 Number of

CO2		Compare various tools of motion graphics.	2	
CO3		Execute various compositing techniques.	3	
CO4		Identify appropriate tools required for motion graphics specific projects.	4	
CO5		Determine motion graphics examples based on target audience.	5	
CO6		Create motion graphic videos.	6	
		T.Y. B.Sc. Semester V		
Title of Course Course Cod	the and e	8 \ /	Number Credits : 02	of
	On c	ompletion of the course, the students will be able to:	Bloom's Cognitive lev	el el
CO1		Describe various web technology and application development issues and trends.	1	
CO2		Distinguish between server-side and client-side web technologies	2	
CO3		Apply CSS with its types and use them with HTML to provide the styles to the web pages at various levels	3	
CO4		Explain different components and technologies of World Wide Web as a platform	4	
CO5		Validate different web form fields using JavaScript.	5	
CO6		Design and develop websites using fundamental web languages, technologies, and tools.	6	
Title of Course Course Cod	the and e		Number Credits : 02	of
	On c	ompletion of the course, the students will be able to:	Bloom's Cognitive lev	'el
CO1		Describe various web technology and application development issues and trends.	1	
CO2		Distinguish between server-side and client-side web technologies	2	
CO3		Apply CSS with its types and use them with HTML to provide the styles to the web pages at various levels	3	
CO4		Explain different components and technologies of World Wide	4	

Web as a platform						
CO6 Design and develop websites using fundamental web languages, technologies, and tools. Title of the Blender I (ANI3503) Number of Credits: 02 On completion of the course, the students will be able to: Bloom's Cognitive level CO1 Recall 3d concepts 1 CO2 Discuss & Differentiate various tools used for 3d modeling in Blender CO3 Execute modeling and texturing techniques for blender 3 CO4 Compare blender techniques for gaming 4 CO5 Review blender as open source software 5 CO6 Create 3d models and textures 6 Title of the Blender II (ANI3504) Number of Credits: 02 On completion of the course, the students will be able to: Bloom's Cognitive level CO1 Recall 3d concepts 1 CO2 Discuss & Differentiate various tools used for 3d animation & 2 dynamics in Blender CO3 Execute animation, and lighting techniques for blender 3 CO4 Compare blender techniques for dynamics 4 CO5 Review blender as open source software 5 CO6 Create 3d setups with lighting and animations 6 Title of the VFX I (ANI3505) Number of Credits: 02 On completion of the course, the students will be able to: Bloom's Cognitive level CO6 Create 3d setups with lighting and animations 6 Title of the VFX I (ANI3505) Number of Credits: 02 On completion of the course, the students will be able to: Bloom's Cognitive level Course and Course Code On completion of the course, the students will be able to: Bloom's Cognitive level Course Code On completion of the course, the students will be able to: Bloom's Cognitive level				Web as a platform		
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CO5 Review blender as open source software 5 CO6 Create 3d setups with lighting and animations 6 Title of the VFX I (ANI3505) Number of Course and Course Code On completion of the course, the students will be able to: Bloom's Cognitive level	(CO1)n co	Recall 3d concepts Discuss & Differentiate various tools used for 3d animation &	Bloom's Cognitive leve	<u> </u>
CO6 Create 3d setups with lighting and animations 6 Title of the Course and Course Code On completion of the course, the students will be able to: Bloom's Cognitive level	(CO1	On co	Recall 3d concepts Discuss & Differentiate various tools used for 3d animation & dynamics in Blender	Bloom's Cognitive leve 1	
Title of the Course and Credits: 02 On completion of the course, the students will be able to: Bloom's Cognitive level		CO1 CO2	On co	Recall 3d concepts Discuss & Differentiate various tools used for 3d animation & dynamics in Blender Execute animation, and lighting techniques for blender	Bloom's Cognitive leve 1 2	
Course and Course Code On completion of the course, the students will be able to: Bloom's Cognitive level		CO1 CO2 CO3	On co	Recall 3d concepts Discuss & Differentiate various tools used for 3d animation & dynamics in Blender Execute animation, and lighting techniques for blender Compare blender techniques for dynamics	Bloom's Cognitive leve	<u>l</u>
Cognitive level		CO1 CO2 CO3 CO4 CO5	On co	Recall 3d concepts Discuss & Differentiate various tools used for 3d animation & dynamics in Blender Execute animation, and lighting techniques for blender Compare blender techniques for dynamics Review blender as open source software	Bloom's Cognitive leve 1 2 3 4 5	ll
	Title	CO1 CO2 CO3 CO4 CO5 CO6 of	on co	Recall 3d concepts Discuss & Differentiate various tools used for 3d animation & dynamics in Blender Execute animation, and lighting techniques for blender Compare blender techniques for dynamics Review blender as open source software Create 3d setups with lighting and animations	Bloom's Cognitive leve 1 2 3 4 5 6 Number	
	Title	CO1 CO2 CO3 CO4 CO5 CO6 of e e Code	on co	Recall 3d concepts Discuss & Differentiate various tools used for 3d animation & dynamics in Blender Execute animation, and lighting techniques for blender Compare blender techniques for dynamics Review blender as open source software Create 3d setups with lighting and animations VFX I (ANI3505)	Bloom's Cognitive leve 1 2 3 4 5 6 Number Credits: 02	of

	CO2		Explain various tools of VFX industry.	2	
	CO3		Demonstrate concepts of Compositing.	3	
	CO4		Differentiate node based and layer based compositing softwares.	4	
	CO5		Compare the techniques of layer based software with the node based.	5	
	CO6		Compile methods of VFX for live action & Animation Films.	6	
Title Cour Cour	of se se Code	the and	VFX II (ANI3506)	Number Credits : 02	of
		On c	ompletion of the course, the students will be able to:	Bloom's Cognitive leve	el
	CO1		Define Concept & terminology of Visual Effects.	1	
	CO2		Explain various tools of VFX industry	2	
	CO3		Demonstrate concepts of Compositing	3	
	CO4		Differentiate node based and layer based compositing softwares.	4	
	CO5		Compare the techniques of layer based software with the node based	5	
	CO6		Compile methods of VFX for live action & Animation Films	6	
Title Cour Cour	of se se Code	the and	Practical In Web Design (ANI3507)	Number Credits : 02	of
		On c	ompletion of the course, the students will be able to:	Bloom's Cognitive leve	el
	CO1		Describe various web technology and application development issues and trends.		
	CO2		Distinguish between server-side and client-side web technologies	2	
	CO3		Apply CSS with its types and use them with HTML to provide the styles to the web pages at various levels	3	
	CO4		Explain different components and technologies of World Wide Web as a platform	4	
	CO5		Validate different web form fields using JavaScript	5	
	CO6		Design and develop websites using fundamental web languages, technologies, and tools.	6	
				I .	

Title of the Course and Course Code	,	Number Credits : 02	of
	f the course, the students will be able to:	Bloom's Cognitive leve	el
CO1	Describe various web technology and application development issues and trends.	1	
CO2	Distinguish between server-side and client-side web technologies	2	
CO3	Apply CSS with its types and use them with HTML to provide the styles to the web pages at various levels	3	
CO4	Explain different components and technologies of World Wide Web as a platform	4	
CO5	Validate different web form fields using JavaScript	5	
CO6	Design and develop websites using fundamental web languages, technologies, and tools.	6	
Title of the Course and Course Code	` '	Number Credits : 02	of
On o	ompletion of the course, the students will be able to:	Bloom's Cognitive leve	el
CO1	Define Concept & terminology of Visual Effects.	1	
CO2	Explain various tools of VFX industry.	2	
CO3	Demonstrate concepts of Compositing.	3	
CO4	Differentiate node based and layer based compositing softwares.	4	
CO5	Compare the techniques of layer based software with the node based.	5	
CO6	Compile methods of VFX for live action & Animation Films.	6	
Title of the Course and Course Code	, ,	Number Credits : 02	of
On c	ompletion of the course, the students will be able to:	Bloom's Cognitive leve	el
CO1	Define Intellectual Property Rights.	1	

Course Code	Define the syntax for python programming. Discuss data types and operators Demonstrate control structure Explain types of functions Determine different operation on array Compose various program T.Y. B.Sc. SEMESTER VI Game Design (ANI3601) a completion of the course, the students will be able to: Describe gaming industry and its pipeline Explain tools of Unity game engine Carry out Production & post production of the game project. Compare different game engines Review Production & post production of games Build a complete 3d and 2d game Animation In Media Industry (ANI3602)	1 2 3 4 5 6 Number of Number of Number of Number of Credits: 02 1 1 2 3 4 5 6
Course Code	Define the syntax for python programming. Discuss data types and operators Demonstrate control structure Explain types of functions Determine different operation on array Compose various program T.Y. B.Sc. SEMESTER VI Game Design (ANI3601) a completion of the course, the students will be able to: Describe gaming industry and its pipeline Explain tools of Unity game engine Carry out Production & post production of the game project. Compare different game engines Review Production & post production of games	2 3 4 5 6 Number of Credits: 02 Bloom's Cognitive level 1 2 3 4 5
Course Code	Define the syntax for python programming. Discuss data types and operators Demonstrate control structure Explain types of functions Determine different operation on array Compose various program T.Y. B.Sc. SEMESTER VI the Game Design (ANI3601) a completion of the course, the students will be able to: Describe gaming industry and its pipeline Explain tools of Unity game engine Carry out Production & post production of the game project. Compare different game engines	2 3 4 5 6 Number of Credits: 02 Bloom's Cognitive level 1 2 3 4
Course Code	Define the syntax for python programming. Discuss data types and operators Demonstrate control structure Explain types of functions Determine different operation on array Compose various program T.Y. B.Sc. SEMESTER VI The Game Design (ANI3601) The Completion of the course, the students will be able to: Describe gaming industry and its pipeline Explain tools of Unity game engine Carry out Production & post production of the game project.	2 3 4 5 6 Number of Credits: 02 Bloom's Cognitive level 1 2 3
Course Code CO1 CO2 CO3 CO4 CO5 CO6 Title of t Course Code Course Code CO1 CO2	Define the syntax for python programming. Discuss data types and operators Demonstrate control structure Explain types of functions Determine different operation on array Compose various program T.Y. B.Sc. SEMESTER VI The Game Design (ANI3601) a completion of the course, the students will be able to: Describe gaming industry and its pipeline Explain tools of Unity game engine	2 3 4 5 6 Number of Credits: 02 Bloom's Cognitive level
Course Code CO1 CO2 CO3 CO4 CO5 CO6 Title of t Course and Course Code On CO1	Define the syntax for python programming. Discuss data types and operators Demonstrate control structure Explain types of functions Determine different operation on array Compose various program T.Y. B.Sc. SEMESTER VI The Game Design (ANI3601) a completion of the course, the students will be able to: Describe gaming industry and its pipeline	2 3 4 5 6 Number of Credits: 02 Bloom's Cognitive level
Course Code CO1 CO2 CO3 CO4 CO5 CO6 Title of t Course Code Course Code Or	Define the syntax for python programming. Discuss data types and operators Demonstrate control structure Explain types of functions Determine different operation on array Compose various program T.Y. B.Sc. SEMESTER VI The Game Design (ANI3601) a completion of the course, the students will be able to:	2 3 4 5 6 Number of Credits: 02 Bloom's Cognitive level
Course Code CO1 CO2 CO3 CO4 CO5 CO6 Title of t Course Code	Define the syntax for python programming. Discuss data types and operators Demonstrate control structure Explain types of functions Determine different operation on array Compose various program T.Y. B.Sc. SEMESTER VI the Game Design (ANI3601)	2 3 4 5 6 Number of Credits: 02
Course Code CO1 CO2 CO3 CO4 CO5 CO6 Title of t Course Code	Define the syntax for python programming. Discuss data types and operators Demonstrate control structure Explain types of functions Determine different operation on array Compose various program T.Y. B.Sc. SEMESTER VI the Game Design (ANI3601)	2 3 4 5 6 Number of Credits: 02
Course Code Course Code CO1 CO2 CO3 CO4 CO5 CO6 Title of technology of the course are considered as a considered are course.	Define the syntax for python programming. Discuss data types and operators Demonstrate control structure Explain types of functions Determine different operation on array Compose various program T.Y. B.Sc. SEMESTER VI the Game Design (ANI3601)	2 3 4 5 6 Number of
Course Code On CO1 CO2 CO3 CO4 CO5 CO6	Define the syntax for python programming. Discuss data types and operators Demonstrate control structure Explain types of functions Determine different operation on array Compose various program T.Y. B.Sc. SEMESTER VI	2 3 4 5 6
Course Code On CO1 CO2 CO3 CO4 CO5	Define the syntax for python programming. Discuss data types and operators Demonstrate control structure Explain types of functions Determine different operation on array	2 3 4 5
Course and Course Code On CO1 CO2 CO3 CO4	Define the syntax for python programming. Discuss data types and operators Demonstrate control structure Explain types of functions	3 4
Course Code On CO1 CO2 CO3	Define the syntax for python programming. Discuss data types and operators Demonstrate control structure	3
Course Code On CO1 CO2	Define the syntax for python programming. Discuss data types and operators	2
Course Code On CO1	Define the syntax for python programming.	
Course a Course Code Or		1
Course a Course Code	completion of the course, the students will be able to:	
Course and Course Code	completion of the course, the students will be able to:	Cognitive level
Course a		Bloom's
	he Introduction To Python (ANI3512)	Number of Credits : 02
CO6	Specify security management.	6
CO5	Appraise security threats.	5
CO4	Explain information security and its principles.	4
CO3		3
CO2	Demonstrate terms related to computer networks.	2

Course Code		
On o	completion of the course, the students will be able to:	Bloom's Cognitive level
CO1	Outline animation in media industry	1
CO2	Compare different types of media	2
CO3	Examine different media categories for animation uses	3
CO4	Explain Internet and social media	4
CO5	Review various media platforms	5
CO6	Create a report on use of animation in media	6
Title of the Course and Course Code		Number of Credits: 02
On o	completion of the course, the students will be able to:	Bloom's Cognitive level
CO1	Define principles of UI Design in order to design with intention	1
CO2	Explain the MVC (model-view-controller) design pattern and its importance to sound user interface software design and implementation	
CO3	Apply a user centered design process (design strategy development that provides solutions to meet business and user goals) in the creation of basic to complex software applications	
CO4	Explain about unsatisfactory user interface design and how the observed problems could have been avoided by following sound user interface design principles	
CO5	Compare between usability and user experience	5
CO6	Design and develop user interfaces optimized for a range of devices and platforms	6
Title of the Course and Course Code		Number of Credits : 02
On o	completion of the course, the students will be able to:	Bloom's Cognitive level
CO1	Define terminology and concepts of Digital editing.	1
CO2	Classify principles of video production.	2

Course Code On completion of the course, the students will be able to: CO1 Define creative writing skills for Animated films. CO2 Explain Basic literary concepts. CO3 Apply writing theory for animation writing. CO4 Analyse Reader response, Theory Editing & Proofreading. CO5 Review Sources of Creativity from given books. CO6 Write a creative script for creating animated films. CO7 Write a creative script for creating animated films. CO8 Project Pre-Production (ANI3606) CO9 Recall pre-production of the course, the students will be able to: CO9 Recall pre-production concepts CO9 Articulate for the individual project CO9 Carry out research for the projects CO9 Review individual pre-production process CO9 Review individual pre-production process CO9 Build pre-production document Game Production (ANI3607) Number of Credits: 02 Credits: 02 Credits: 02 Credits: 02				
CO5 Compare various cuts used for video editing. CO6 Produce Digital editing examples within the limits of premiere-pro. Title of the Course and Course Code On completion of the course, the students will be able to: Explain Basic literary concepts. CO3 Apply writing theory for animation writing. CO4 Analyse Reader response, Theory Editing & Proofreading. CO5 Review Sources of Creativity from given books. CO6 Write a creative script for creating animated films. CO7 Title of the Project Pre-Production (ANI3606) On completion of the course, the students will be able to: Bloom's Cognitive level CO7 Recall pre-production concepts CO8 Articulate for the individual project CO9 Articulate for the individual project CO9 Review individual pre-production process CO9 Review individual pre-	CO3	Apply compression schemes for various output.	3	
Title of the Course Code On completion of the course, the students will be able to: Explain Basic literary concepts. CO3 Apply writing theory for animation writing. CO4 Analyse Reader response, Theory Editing & Proofreading. CO5 Review Sources of Creativity from given books. CO6 Write a creative script for creating animated films. 6 Title of the Course and Course Code On completion of the course, the students will be able to: Explain Basic literary concepts. 2 CO3 Apply writing theory for animation writing. 3 CO4 Analyse Reader response, Theory Editing & Proofreading. 4 CO5 Review Sources of Creativity from given books. CO6 Write a creative script for creating animated films. 6 Title of the Course and Course Code On completion of the course, the students will be able to: CO7 Recall pre-production concepts CO7 Articulate for the individual project CO8 Co7 Co7 Carry out research for the projects CO9 Review individual pre-production process CO9 Break down process for the respective pipelines CO9 Review individual pre-production process CO9 Build pre-production document Game Production (ANI3607) Number of Credits: 02	CO4	Analyze Film sequences from editing point of view.	4	
Title of the Course and Course Code On completion of the course, the students will be able to: Explain Basic literary concepts. CO3 Apply writing theory for animation writing. CO4 Analyse Reader response, Theory Editing & Proofreading. CO5 Review Sources of Creativity from given books. CO6 Write a creative script for creating animated films. 6 Title of the Course and Course Code On completion of the course, the students will be able to: CO7 Recall pre-production concepts CO8 Review Sources of Creativity from given books. CO9 Write a Creative script for creating animated films. 6 Title of the Course and Course Code CO9 Recall pre-production concepts CO9 Articulate for the individual project CO9 Articulate for the individual project CO9 Review individual pre-production process CO9 Review individual pre-production process CO9 Build pre-production document Game Production (ANI3607) Number of Credits: 02 Number of Credits: 02	CO5	Compare various cuts used for video editing.	5	
Course Code On completion of the course, the students will be able to: CO1 Define creative writing skills for Animated films. CO2 Explain Basic literary concepts. CO3 Apply writing theory for animation writing. CO4 Analyse Reader response, Theory Editing & Proofreading. CO5 Review Sources of Creativity from given books. CO6 Write a creative script for creating animated films. CO7 Write a creative script for creating animated films. CO8 Project Pre-Production (ANI3606) CO9 On completion of the course, the students will be able to: CO1 Recall pre-production concepts CO2 Articulate for the individual project CO3 Carry out research for the projects CO4 Break down process for the respective pipelines CO5 Review individual pre-production process CO6 Build pre-production document Game Production (ANI3607) Number of Credits: 02 Number of Credits: 02	CO6		e- 6	
Course Code On completion of the course, the students will be able to: CO1 Define creative writing skills for Animated films. CO2 Explain Basic literary concepts. CO3 Apply writing theory for animation writing. CO4 Analyse Reader response, Theory Editing & Proofreading. CO5 Review Sources of Creativity from given books. CO6 Write a creative script for creating animated films. CO7 Write a creative script for creating animated films. CO8 Project Pre-Production (ANI3606) CO9 On completion of the course, the students will be able to: CO1 Recall pre-production concepts CO2 Articulate for the individual project CO3 Carry out research for the projects CO4 Break down process for the respective pipelines CO5 Review individual pre-production process CO6 Build pre-production document Game Production (ANI3607) Number of Credits: 02 Number of Credits: 02				
On completion of the course, the students will be able to: CO1 Define creative writing skills for Animated films. CO2 Explain Basic literary concepts. CO3 Apply writing theory for animation writing. CO4 Analyse Reader response, Theory Editing & Proofreading. CO5 Review Sources of Creativity from given books. CO6 Write a creative script for creating animated films. 6 Title of the Project Pre-Production (ANI3606) CO3 Recall pre-production concepts CO4 Articulate for the individual project CO5 Review individual pre-production process CO6 Build pre-production document Game Production (ANI3607) Number of Credits: 02 Number of Credits: 02 Number of Credits: 02 Number of Credits: 02 Number of Credits: 03 Number of Credits: 04 Number of Credits: 05	Course a			of
CO2 Explain Basic literary concepts. CO3 Apply writing theory for animation writing. CO4 Analyse Reader response, Theory Editing & Proofreading. CO5 Review Sources of Creativity from given books. CO6 Write a creative script for creating animated films. CO6 Write a creative script for creating animated films. CO7 Review Sources of Creativity from given books. CO8 Write a creative script for creating animated films. CO9 Review Sources of Creativity from given books. CO9 Write a creative script for creating animated films. CO9 Sources and Course Code CO1 Recall pre-production concepts In the course, the students will be able to: CO2 Articulate for the individual project Individual Indi			DI 1	
CO2 Explain Basic literary concepts. 2 CO3 Apply writing theory for animation writing. 3 CO4 Analyse Reader response, Theory Editing & Proofreading. 4 CO5 Review Sources of Creativity from given books. 5 CO6 Write a creative script for creating animated films. 6 Title of the Course and Course Code On completion of the course, the students will be able to: Bloom's Cognitive level CO1 Recall pre-production concepts 1 CO2 Articulate for the individual project 2 CO3 Carry out research for the projects 3 CO4 Break down process for the respective pipelines 4 CO5 Review individual pre-production process 5 CO6 Build pre-production document 6 Title of the Course and Course Code Credits: 02 Title of the Course and Course Code	Oi	completion of the course, the students will be able to:		el
CO3 Apply writing theory for animation writing. CO4 Analyse Reader response, Theory Editing & Proofreading. CO5 Review Sources of Creativity from given books. CO6 Write a creative script for creating animated films. 6 Title of the Course and Course Code On completion of the course, the students will be able to: CO2 Articulate for the individual project CO3 Carry out research for the projects CO4 Break down process for the respective pipelines CO5 Review individual pre-production process CO6 Build pre-production document Game Production (ANI3607) Number of Credits: 02 Number of Credits: 02	CO1	Define creative writing skills for Animated films.	1	
CO4 Analyse Reader response, Theory Editing & Proofreading. CO5 Review Sources of Creativity from given books. CO6 Write a creative script for creating animated films. 6 Title of the Course and Course Code On completion of the course, the students will be able to: Bloom's Cognitive level CO1 Recall pre-production concepts CO2 Articulate for the individual project CO3 Carry out research for the projects CO4 Break down process for the respective pipelines CO5 Review individual pre-production process CO6 Build pre-production document Game Production (ANI3607) Number of Credits: 02 Number of Credits: 02	CO2	Explain Basic literary concepts.	2	
CO5 Review Sources of Creativity from given books. CO6 Write a creative script for creating animated films. 6 Title of the Course and Course Code On completion of the course, the students will be able to: CO1 Recall pre-production concepts CO2 Articulate for the individual project CO3 Carry out research for the projects CO4 Break down process for the respective pipelines CO5 Review individual pre-production process CO6 Build pre-production document Game Production (ANI3607) Number of Credits: 02 Number of Credits: 02 Number of Credits: 02	CO3	Apply writing theory for animation writing.	3	
CO6 Write a creative script for creating animated films. CO6 Write a creative script for creating animated films. 6	CO4	Analyse Reader response, Theory Editing & Proofreading.	4	
Title of the Course and Course Code On completion of the course, the students will be able to: CO1 Recall pre-production concepts CO2 Articulate for the individual project CO3 Carry out research for the projects CO4 Break down process for the respective pipelines CO5 Review individual pre-production process CO6 Build pre-production document CO7 Game Production (ANI3607) Number of Credits: 02 Number of Credits: 02	CO5	Review Sources of Creativity from given books.	5	
Course Code On completion of the course, the students will be able to: CO1 Recall pre-production concepts CO2 Articulate for the individual project CO3 Carry out research for the projects CO4 Break down process for the respective pipelines CO5 Review individual pre-production process CO6 Build pre-production document CO6 Build pre-production document CO7 Game Production (ANI3607) Number of Credits: 02	CO6	Write a creative script for creating animated films.	6	
Course Code On completion of the course, the students will be able to: CO1 Recall pre-production concepts CO2 Articulate for the individual project CO3 Carry out research for the projects CO4 Break down process for the respective pipelines CO5 Review individual pre-production process CO6 Build pre-production document CO6 Build pre-production document CO7 Game Production (ANI3607) Number of Credits: 02				
On completion of the course, the students will be able to: CO1 Recall pre-production concepts CO2 Articulate for the individual project CO3 Carry out research for the projects CO4 Break down process for the respective pipelines CO5 Review individual pre-production process CO6 Build pre-production document CO7 Game Production (ANI3607) Title of the Course and Course Code CO8 CO9	Course a			of
CO2 Articulate for the individual project CO3 Carry out research for the projects CO4 Break down process for the respective pipelines CO5 Review individual pre-production process CO6 Build pre-production document CO6 Build pre-production document CO7 Game Production (ANI3607) Number of Credits: 02		n completion of the course, the students will be able to:		el
CO3 Carry out research for the projects CO4 Break down process for the respective pipelines CO5 Review individual pre-production process CO6 Build pre-production document 6 Title of the Course and Course Code CO3 Course Code CO4 Break down process for the respective pipelines 4 CO5 Review individual pre-production process 5 CO6 Build pre-production document 6 Course Code Course Code	CO1	Recall pre-production concepts	1	
CO4 Break down process for the respective pipelines CO5 Review individual pre-production process CO6 Build pre-production document 6 Title of the Course and Course Code CO4 Break down process for the respective pipelines 4 CO5 Review individual pre-production process 5 CO6 Build pre-production document 6 CO6 Course Code CO6 Course Code CO7 CO7 CO7 CO7 CO7 CO7 CO7 CO	CO2	Articulate for the individual project	2	
CO5 Review individual pre-production process CO6 Build pre-production document 6 Title of the Course and Course Code Title CO4 Course Code CO5 Review individual pre-production process 5 CO6 Build pre-production document 6 CO6 Build pre-production document 6 CO6 CO4	CO3	Carry out research for the projects	3	
CO6 Build pre-production document 6 Title of the Course and Course Code Code Course Code Code Code Code Code Code Code Cod	CO4	Break down process for the respective pipelines	4	
Title of the Course and Course Code Game Production (ANI3607) Number of Credits: 02	CO5	Review individual pre-production process	5	
Course and Credits : 02 Course Code	CO6	Build pre-production document	6	
Course and Credits : 02 Course Code				
On completion of the course, the students will be able to: Bloom's	Course a	· · · · · · · · · · · · · · · · · · ·		of
	Oı	completion of the course, the students will be able to:	Bloom's	1

		Cognitive level
CO1	Outline UNITY software for game.	1
CO2	Explain tools of Unity game engine.	2
CO3	Carry out Production & post production of the game project.	3
CO4	Compare different game engines.	4
CO5	Review Production & post production of games.	5
CO6	Build a complete 3d and 2d game.	6
	the Practical In Digital Editing (ANI3608) and	Number of Credits : 02
О	n completion of the course, the students will be able to:	Bloom's Cognitive level
CO1	Define terminology and concepts of Digital editing.	1
CO2	Classify principles of video production.	2
CO3	Apply compression schemes for various output.	3
CO4	Analyze Film sequences from editing point of view.	4
CO5	Compare various cuts used for video editing.	5
CO6	Produce Digital editing examples within the limits of premiere- pro.	6
	the Project (Production) - (ANI3609) and	Number of Credits : 02
О	n completion of the course, the students will be able to:	Bloom's Cognitive level
CO1	Recall pre production concepts	1
CO2	Articulate for the individual project	2
CO3	Carry out research for the projects	3
CO4	Break down process for the respective pipelines	4
CO5	Review individual pre production process	5
CO6	Build pre production document	6
Title of	the Industrial Training - (ANI3611 & ANI 3612)	Number of

Course and		Credits: 04
Course Code		
On o	1	Bloom's Cognitive level
CO1	Describe the different skills, attitude and knowledge to understand the professionalism in the Animation industry.	1
CO2	Discuss the working culture of the Industry in view to maintain quality standards.	2
CO3	Implement the confidence, presentation skills and logical thinking while working on animation projects	3
CO4	Differentiate between the academics and professional work culture in timely delivery of projects.	4
CO5	Compare and contrast the professional development of the programs and project.	5
CO6	Combine the techniques to enhance oneself as a thorough animation professional	6