



**Fergusson College (Autonomous)**

**Pune**

**Learning Outcomes-Based Curriculum**

**for**

**F. Y. B. Voc. Digital Art and Animation**

**With effect from June 2019**

### Program Structure

Semester	Course Code	Course Title	Course	No. of credits
<b>I</b>	BVA1101	Language Skill-I	TCore-1	4
	BVA1102	Introduction to Animation	TCore-2	4
	BVA1103	Introduction to Computer Fundamentals	TCore-3	4
	BVA1104	Practical In Digital Art	PCore-1	6
	BVA1105	Practical In Foundation Art	PCore-2	6
	BVA1106	Practical In Cel Animation	PCore-3	6
<b>II</b>	BVA1201	Communication Skills	TCore-4	4
	BVA1202	Creative Writing	TCore-5	4
	BVA1203	Production Process	TCore-6	4
	BVA1204	Practical In Vector Design	PCore-4	6
	BVA1205	Practical In Page Design	PCore-5	6
	BVA1206	Practical In Cel Animation and Pre-Production	PCore-6	6

Semester	Course Code	Course Title	Course	No. of credits
<b>III</b>	BVA2301	2d Animation	TCore-1	4
	BVA2302	3D Modelling And Texturing (Maya)	TCore-2	4
	BVA2303	Script Writing	TCore-3	4
	BVA2304	Practical In 2D Animation	PCore-1	6
	BVA2305	Practical In 3D	PCore-2	6
	BVA2306	Practical In Production Process -I	PCore-3	6
<b>IV</b>	BVA2401	Web Design	TCore-4	4
	BVA2402	3D Rigging And Animation Lighting (Maya)	TCore-5	4
	BVA2403	Introduction To Compositing	TCore-6	4
	BVA2404	Practical In Sculpting And Web Design	PCore-4	6
	BVA2405	Practical In 3D	PCore-5	6
	BVA2406	Practical In Motion Graphics And Compositing	PCore-6	6

Semester	Course Code	Course Title	Course	No. of credits
V	BVA3501	Intro to Mass Media	TCore-1	4
	BVA3502	Visual effect Composting	TCore-2	4
	BVA3503	Blender	TCore-3	4
	BVA3504	Practical In Architectural Design	PCore-1	6
	BVA3505	Practical In Blender and Sound Design	PCore-2	6
	BVA3506	Practical In VFX and Dynamics	PCore-3	6
VI	BVA3601	IPR and Cyber Security	TCore-4	4
	BVA3602	Game Design	TCore-5	4
	BVA3603	Post production -Editing	TCore-6	4
	BVA3604	Practical In Digital Editing	PCore-4	6
	BVA3605	Practical In Game Production	PCore-5	6
	BVA3606	Practical In Internship/project	PCore-6	6

### Programme Outcomes

<b>PO1</b>	<b>Design solutions:</b> Students will obtain a significant knowledge on fundamental and advanced aspects of 2D and 3D Animations, VFX, Game Design, Motion Graphics and Graphics Design.
<b>PO2</b>	<b>Problem Analysis:-</b> Students will possess a strong problem analysis and solving abilities. As the course is designed to increase the thinking abilities of students, the students can very well identify and solve problems with animation and graphics.
<b>PO3</b>	<b>Experimental Approach</b> Students will be trained to perform an experiment procedure to enhance the performance of work. Experimental procedure to enhance the performance of work. Experimental work will be analyzed thoroughly before it could be implemented in routine procedure.
<b>PO4</b>	<b>Effective communications</b> As the students are trained soft skills, they will have no problems in communications and thus can have an effective communication.
<b>PO5</b>	<b>Social Interaction</b> Students are well versed with web and its use, so they can broaden their influence by using social media. Students will have a good and strong social status.
<b>PO6</b>	<b>Constant learning approach.</b> Students will have a strong knowledge about the industry and even will be open minded for new thoughts. By learning the history trends and current trends, students can become good entrepreneurs.

	PO1	PO2	PO3	PO4	PO5	PO6
<b>SEM 1</b>						
BVA1101				X		X
BVA1102	X		X	X		
BVA1103					X	
BVA1104	X	X	X			
BVA1105	X					X
BVA1106	X		X			X
<b>SEM II</b>						
BVA1201				X		X
BVA1202		X			X	
BVA1203	X	X	X			
BVA1204					X	X
BVA1205		X	X			
BVA1206	X	X	X			

**Semester I**  
**BVA1101: LANGUAGE SKILL - I**  
**Credits: 4C**

<p>Course Outcomes</p> <p>The learner:</p> <ul style="list-style-type: none"> <li>• Understanding language as a system with its characteristics for production</li> <li>• Student should able learn how to generate and expand vocabulary</li> <li>• Understanding about Audio Visual language and visual grammar</li> <li>• Student should able to communicate their thoughts through the language</li> <li>• Understanding the process of how to learn the language</li> </ul>	<p><b>Suggested Teaching Pedagogy</b></p> <ul style="list-style-type: none"> <li>• Language as a system. Language as a set of sign, symbols, cultural artefact.</li> <li>• Evolution of language with reference to visual language and body language.</li> </ul>
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Credit	Unit No.	Title of Unit and Contents
I	1	<p><b>Basics of Language</b></p> <p>1.1 Understanding History of Language</p> <p>1.2 Language and Human Beings</p> <p>1.3 Need of Language</p> <p>1.4 Characteristics of language</p>
	2	<p><b>Language as a System</b></p> <p>2.1 Sign and symbols</p> <p>2.2 Language as a system of symbols</p> <p>2.3 Language and Comprehension</p> <p>2.4 Language and Thought Process</p>
II	3	<p><b>Elements of Language</b></p> <p>3.1 Vocabulary Building</p> <p>3.2 Finding similar/opposite words</p> <p>3.3 Basic of Etymology</p> <p>3.4 Grammar</p>
	4	<p><b>Language and Culture</b></p> <p>4.1 Language Communication and Culture</p> <p>4.2 Need, Scope of Language for Culture</p> <p>4.3 Use of Language in Culture</p> <p>4.4 Use of Language Literature</p>
III	5	<p><b>Non Verbal Language</b></p> <p>5.1 Understanding non verbal communication</p> <p>5.2 Universal Code and Sigh</p> <p>5.3 Expressions and Body Language</p> <p><b>5.4 Gestures and Postures</b></p>
	6	<p><b>Audio Visual Languages</b></p> <p>6.1 Form and Style of Visuals</p> <p>6.2 Meaning making through Visuals</p> <p>6.3 Form and Style of Audio</p> <p>6.4 Analyzing Audio Visual language</p>

**Learning Resources**

- Basic Language Skills by Lowson
- Reading and Language Skills Book by B Philip
- English Language Skills by Koneru

## BVA1102: INTRODUCTION TO ANIMATION

Credits: 4C

Course Outcomes The learner: <ul style="list-style-type: none"><li>• Students will get a brief of animation history and visual arts forms.</li><li>• Students will get knowledge of traditional 2D animation and other forms of animation.</li><li>• Students will learn the importance of basic Principle of animation.</li><li>• Students will get an overview of Designing concepts.</li><li>• Critically analyze your creative work and the work of others.</li></ul>	Suggested Teaching Pedagogy <ul style="list-style-type: none"><li>• Theoretical understanding of 2D Animation and its process with demonstration of real activities.</li></ul>
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Credit	Unit No.	Title of Unit and Contents
I	1	<b>EARLY ANIMATION</b> 1.1 Pre-History 1.2 Persistence of Vision 1.3 History of stop motion
	2	<b>EARLY STUDIOS AND ANIMATION PIONEERS</b> 2.1 Walt Disney 2.2 Max Fleischer 2.3 Tex Avery 2.4 Warner bros
II	3	<b>EARLY APPROACHES TO MOTION IN ART</b> 3.1 Animation Before Films 3.2 The Magic Latern 3.3 Thaumatrope 3.4 Phenakistoscope 3.5 Zeotrope 3.6 Flip Book
	4	<b>ANIMATION TECHNIQUES</b> 4.1 Stop Motion 4.2 Puppet 4.3 Cut-out 4.4 Clay Etc
III	5	<b>HISTORY OF INDIAN ANIMATION, INDUSTRIES AND STUDIOS</b> 5.1 Growth of Indian Industry and Studio 5.2 Animation art in India
	6	<b>EARLY ANIMATION</b> 1.4 Pre-History 1.5 Persistence of Vision 1.6 History of stop motion

### Learning Resources

1. "Cartoon Animation", Preston Blair, Walter T. Foster, Apple Press, Limited, Eighth Edition, ISBN 1560100842.
2. "History of Animation": Facts and Figures, Bredson ,Philps Cardiff, Pearson Publications,1972.
3. "Film and the narrative tradition, Fell, John L., Berkeley Emmanuel, University of California Press, 1986.

## BVA1103: INTRODUCTION TO COMPUTER FUNDAMENTALS

**Credits: 4C**

<p>Course Outcomes The learner:</p> <ul style="list-style-type: none"> <li>• Get knowledge of evolution of computer.</li> <li>• Able to understand the basics of computer internals.</li> <li>• Know the working of input and output devices.</li> <li>• Get knowledge of networking concepts.</li> <li>• Understanding the working of internet.</li> </ul>	<p>Suggested Teaching Pedagogy</p> <ul style="list-style-type: none"> <li>• Historical approach, use of Audio visual content for understanding technology and devices.</li> </ul>
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Credit	Unit No.	Title of Unit and Contents
I	1	<p><b>Introduction</b></p> <p>1.1 Characteristics of computer 1.2 Evolution of computer 1.3 Computer generations</p>
	2	<p><b>Basic Computer Organization</b></p> <p>2.1 Input unit 2.2 Output unit 2.3 Storage unit 2.4 ALU,CU,CPU 2.5 The system Concept</p>
II	3	<p><b>Input-Output Devices</b></p> <p>3.1 What is input and output device 3.2 Keyboard 3.3 Point-and-Draw Device 3.4 Monitors 3.5 VDU 3.6 Plotters 3.7 Printer and types of printer</p>
	4	<p><b>Computer Languages</b></p> <p>4.1 Machine language 4.2 Assembly language 4.3 High-level language</p>
III	5	<p><b>Operating Systems</b></p> <p>5.1 What is operating system? 5.2 Main functions of Operating systems 5.3 What is process 5.4 Process management in early systems 5.5 Memory management 5.6 File management 5.7 Device management 5.8 Security</p>
	6	<p><b>Data Communication and Computer Networks</b></p> <p>6.1 Basic Elements of Communication 6.2 Data Transmission Mode 6.3 Data Transmission Media 6.4 Digital and Analog data transmission 6.5 Data transmission services 6.6 Network topology</p>

		6.7 Network Types 6.8 Communication protocol 6.9 Internetworking Tools 6.10 Wireless Networks 6.11 Distributed Computing system
	7	<b>The Internet</b> 7.1 Definition 7.2 Brief History 7.3 Electronic mail 7.4 FTP 7.5 Telnet 7.6 WWW 7.7 Internet search engines 7.8 Uses of the internet

### Learning Resources

1. Computer Fundamentals By Pradeep K. Sinha&PritiSinha, sixth Edition (BPB Publication)
2. Fundamentals of Computers by V.Rajaraman



## **BVA1104: PRACTICAL IN DIGITAL ART**

**Credits: 6C**

### Course Outcomes

The learner:

- Understanding the difference between Concept Art and Fantasy Art with converting from paper to digital format.
- Understanding the detail of brush strokes and difference between smudge, blur, Overlays, Texture, mask and layer adjustments.
- Gain Knowledge of Print media, photo manipulation, digital painting.
- Understanding the colour, composition, mid tone, shadow, hue and saturation, creating canvas, colour tone and proportion.
- Understanding the process of create background for 2D animation, and texturing for 3D animation.

Practical No.	Title
1	Black and White photo to Color
2	Photo Manipulation
3	Digital Painting Object
4	Digital Painting Nature Object
5	Digital Painting Landscape
6	Character Design
7	Layout Design for Animation
8	Matte Painting

**BVA1105: PRACTICAL IN FOUNDATION ART**  
**Credits: 6C**

**Course Outcomes**

The learner:

- Have a very good knowledge of basics of drawing and material handling.
- Understand the light, dark and transition of the tonal value.
- Understand the usage of positive and negative space in a design composition.
- Understand the color theory and color harmony to create good backgrounds.
- Gaining the composing knowledge of landscape and cityscape drawing and painting.

Practical No.	Title
1	Free hand Drawing
2	Color Schemes
3	Color Value
4	Pencil shading
5	2D Design
6	3D Design
7	Object Drawing (Man Made)
8	Object Drawing (Nature)
9	Landscape Design
10	Intro to Human Anatomy

**Learning Resources**

1. Figure Study Made Easy By- Aditya Chari -- Grace Publication
2. Perspective By Milind Mulik – Jyotsna Prakasha

## BVA1106: PRACTICAL IN CELL ANIMATION

**Credits: 6C**

### Course Outcomes

The learner:

- Students will be able to successfully execute the "Principles of Animation.
- Apply action analysis and observations to animated drawings.
- Apply critical thinking skills elemental to the problem solving of design and the visual arts.
- Create drawings that convey action in terms of movement, emotion, attitude, and expression.
- Render basic animation movements for characters or objects while applying the mechanics and timing of squash and stretch, key poses, secondary actions, follow through, staging, overlapping action and weight.

Practical No.	Title
1	Bouncing Ball
2	Arc
3	Anticipation
4	Bird fly (Side view)
5	Bird fly (Front view)
6	Walk Cycle (Side view)
7	Walk Cycle (Front view)
8	Run Cycle (Side view)
9	Run Cycle (Front view)
10	SFX

### Learning Resources

1. The Animation survival kit by Richard Williams.

**Semester II**  
**BVA1201: COMMUNICATION SKILLS**  
**Credits: 4C**

<p>Course Outcomes The learner:</p> <ul style="list-style-type: none"> <li>• To understand the importance of basic communication skills in day to day life.</li> <li>• To understand the basic structure of the process behind verbal communication</li> <li>• Student should be able to apply communication skills through presentations.</li> <li>• To understand the techniques of effective communication.</li> <li>• To understand the importance of verbal and non-verbal communication and the process.</li> </ul>	<p>Suggested Teaching Pedagogy</p> <ul style="list-style-type: none"> <li>• Communication based activities in class, group discussions and presentation activities.</li> <li>• Every student of the class should participate.</li> </ul>
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Credit	Unit No.	Title of Unit and Contents
I	1	<b>Basics of Communication</b> 1.1 Process of Communication 1.2 Form and Style 1.3 Main areas 1.4 Need and Scope
	2	<b>Types of Communication</b> 2.1 Intra-personal Communication 2.2 Interpersonal Communication 2.3 Group Communication 2.4 Public Speaking
II	3	<b>Thought Process</b> 3.1 How do we think? 3.2 How do we communicate? 3.3 Basic problems in Communication 3.4 Techniques
	4	<b>Presentation Techniques</b> 4.1 What is Presentation? 4.2 Process and Forms 4.3 Techniques 4.4 Activities
III	5	<b>Voice Modulations</b> 5.1 Role and importance of Voice 5.2 Voice Pitch 5.3 Voice Modulations 5.4 Activities
	6	<b>Seminar Class</b> 6.1 Organizing Class Seminar 6.2 Understanding Communication Skills 6.3 Presentation Activities 6.4 Seminar Class

**Learning Resources**

1. Handbook of Communication Skills by Owen
2. Communication Skills by Richard Worth
3. Reading and Language Skills Book by B Philip

## BVA1202: CREATIVE WRITING

**Credits: 4C**

<p>Course Outcomes</p> <p>The learner:</p> <ul style="list-style-type: none"> <li>• To understand the meaning of creative in the process of production</li> <li>• Understanding and analyzing creative context from audio-visual content.</li> <li>• Understanding the types of creative writing and its styles</li> <li>• Student should able to think beyond conventional frames of thinking and should able to write content for production.</li> </ul>	<p>Suggested Teaching Pedagogy</p> <ul style="list-style-type: none"> <li>• Creativity as a thinking process. Audio Visual content for understanding creative approach.</li> </ul>
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Credit	Unit No.	Title of Unit and Contents
I	1	<p><b>Intro to creative thinking</b></p> <p>1.1 What is creative thinking</p> <p>1.2 Generate creative thinking</p> <p>1.3 Think creative</p> <p>1.4 Ideas and their power</p> <p>1.5 Understanding your target audience</p> <p>1.6 Creative thinking techniques</p>
	2	<p><b>Ideas and Animation</b></p> <p>2.1 Blogging your ideas</p> <p>2.2 Creating new ideas</p> <p>2.3 Brainstorming new ideas</p> <p>2.4 Animation and power of idea</p> <p>2.5 Plotting your idea</p>
II	3	<p><b>Intro to Creative Writing</b></p> <p>3.1 Power of writing</p> <p>3.2 Writing skills</p> <p>3.3 Introduction to stories</p> <p>3.4 Introduction to storytelling</p> <p>3.5 Types of stories</p> <p>3.6 Creative writing techniques</p> <p>3.7 Writing for animation</p>
	4	<p><b>Tools of Writing</b></p> <p>4.1 Story and its elements</p> <p>4.2 Media and its use</p> <p>4.3 Communication in animation writing</p> <p>4.4 What is creative writing - good communication</p>
III	5	<p><b>More on Creative Writing</b></p> <p>5.1 Character development</p> <p>5.2 Plotting your story</p> <p>5.3 Bringing character to life</p> <p>5.4 Types of writing</p> <p>5.5 Through your character's eye</p> <p>5.6 Get started with fictional writing</p> <p>5.7 Writing for blogs</p> <p>5.8 Benefits of being creative</p> <p>5.9 Preparing a literary magazine</p> <p>5.10 Making a children's book.</p>

## Learning Resources

### 1. Creative Writing: A Beginner's Manual

Authors Dev. Anjana Neira, Anuradha, Pal Swati Publisher Pearson Education Indian, 2008

**BVA1203: PRODUCTION PROCESS**  
**Credits: 4C**

<p>Course Outcomes</p> <p>The learner:</p> <ul style="list-style-type: none"> <li>• Acquire knowledge on Story development and Script writing.</li> <li>• Design Character, Environment for a script and concept design.</li> <li>• Understand how Storyboarding is created and how content development is done.</li> <li>• Gain knowledge on Collaborative Story discussion and the process of teamwork in content development.</li> <li>• Completely understand how audience analysis is done and the various forms of Storytelling in the areas of recreational, educational and social content.</li> </ul>	<p>Suggested Teaching Pedagogy</p> <ul style="list-style-type: none"> <li>• Production as a real time process.</li> <li>• Activity based on Pre Production, Production and Post Production.</li> </ul>
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Credit	Unit No.	Title of Unit and Contents
I	1	<p><b>Introduction to Pre-Production</b></p> <p>1.1 Concept And Story</p> <p>1.2 Concept Design</p> <p>1.3 Storytelling</p>
	2	<p><b>Research</b></p> <p>2.1 Period/Location, Society</p> <p>2.2 Historic / Scientific facts</p>
II	3	<p><b>Thumbnails and Storyboarding</b></p> <p>3.1 Understanding storyboarding</p> <p>3.2 Language of storyboard</p>
	4	<p><b>Character Design and Character Model Sheets</b></p> <p>4.1 Anthropomorphism</p> <p>4.2 Personality</p> <p>4.3 Appeal</p> <p>4.4 Character Bible and Design</p> <p>4.5 Character Biography</p> <p>4.6 Character Construction</p> <p>4.7 Character Proportion</p> <p>4.8 Costume</p> <p>4.9 Turn- around</p> <p>4.10 Expression Chart</p>
III	5	<p><b>Layout Design</b></p> <p>5.1 BG Design</p> <p>5.2 Color Keys</p> <p>5.3 Color moods</p> <p>5.4 Location, Plan,</p> <p>5.5 Establishing BG,</p> <p>5.6 Key Location</p> <p>5.7 Props Design</p>

## Learning Resources

1. Storyboard Design Course by Giuseppe Cristiano ---- Barron's
2. How to write for Animation – Jeffery Scott- The Overlook Press Woodstock and New York
3. The Art of layout and storyboarding – Mark T.Byrne



## **BVA1204: PRACTICAL IN VECTOR DESIGN**

**Credits: 6C**

### Course Outcomes

The learner:

- Propose and justify creative solutions to common print design problems.
- Critique student and professional print design products based on learned skills and concepts.
- Design and produce effective digital illustrations for use in print.
- Utilize a specified range of software tools and techniques in order to create text and other effects.
- Demonstrate an awareness of contemporary digital design techniques and usage.

Practical No.	Title
1	Logo Design
2	Typography
3	Visiting Card Design
4	Brochure design
5	Cover page design
6	Cartoon Character design
7	Cartoon Character design
8	Landscape Design
9	Character Design
10	Character Design

## BVA1205: PRACTICAL IN PAGE DESIGN

Credits: 4C

### Course Outcomes

The learner:

- Demonstrate page creation and working with type.
- Demonstrate working with color, points, and paths
- Demonstrate working with graphics and formatting objects.
- Demonstrate packaging and printing with Adobe InDesign.
- Demonstrate creating and viewing documents as well as navigating your workspace

Credit	Unit No.	Title of Unit and Contents
I	1	<b>Introduction to Work Area</b> 1.1 Arranging palettes 1.2 Customizing workspace 1.3 Palette menus 1.4 layers
	2	<b>Documents and Frames</b> 2.1 Starting new documents and page size 2.2 Master pages, footers, placeholder master 2.3 Applying master and overriding master 2.4 Editing master pages 2.5 Modifying and resizing text frames
II	3	<b>Typography</b> 3.1 Vertical spacing 3.2 Baseline grid 3.3 Space above and below paragraph 3.4 Font and type style 3.5 Paragraph alignment 3.6 Special font features and drop cap
	4	<b>Working with Colors</b> 4.1 Applying color to objects 4.2 Dash stroke 4.3 Gradient 4.4 Tint
III	5	<b>Vector graphics</b> 5.1 Document grids 5.2 Applying color to path 5.3 Pencil tool 5.4 Pen tool

### Learning Resources

1. Adobe Indesign in Classroom by Pearson

**BVA1206: PRACTICAL IN CELL ANIMATION AND PRE - PRODUCTION**  
**Credits: 6C**

<p>Course Outcomes</p> <p>The learner:</p> <ul style="list-style-type: none"> <li>• Students will be able to successfully execute character design, layout design and character animation.</li> <li>• Apply action analysis and observations to animated drawings.</li> <li>• Apply critical thinking skills elemental to the problem solving of special effects and complex animation.</li> <li>• Create drawings that convey action in terms of movement, emotion, attitude, and expression.</li> <li>• Render animation movements for characters or objects while applying the mechanics and timing of squash and stretch, key poses, secondary actions, follow through, staging, overlapping action and weight.</li> </ul>
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Practical No.	Title
1	FX- water splash
2	FX- fire
3	FX- smoke
4	Character Designing
5	Layout designing
6	Animatic
7	Character animation with acting.
8	Character animation with dialogue.
9	Character animation - flight scene.
10	Short 2D animated film