

**Swami Vivekanand Subharti University**

**Nandlal Bose Subharti College of Fine Arts &**

**Fashion Design**

**B.F.A. Animation**

**Programme Outcomes and Course Outcomes**

## **Program outcome:**

After successful completion of the programme, an individual will be able to:

- ❖ **PO1-** Apply in depth knowledge of animation and the knowledge of Principles of Animation in every Software
- ❖ **PO2-** Able to work with professional skill in Animation studios and production house,
- ❖ **PO3-** Demonstrate and execute employability skill
- ❖ **PO4-** Came with new ideas of animation with advance technology
- ❖ **PO5-** performs within time calculation and in under pressure situation.
- ❖ **PO6-** Maintain data and work space and work pipeline
- ❖ **PO7-** Utilize interpersonal skill of leadership to lead the whole team for efficient output
- ❖ **PO8-** To analyze and solve problems, using appropriate technology and accurate knowledge of software
- ❖ **PO9-** Implements effective techniques of work
- ❖ **PO10-** Evaluate the organization and functions of the Animation industry

**COURSE: - THE FUNDAMENTALS OF ANIMATION**

**CODE: - B.F.A - A - 101 - CC1 T**

**Course Outcome:**

- ❖ **CO 1** - To Know about Animation
- ❖ **CO 2** - To Know First movement of animation with shadow and light
- ❖ **CO3** - To Know about the history how the early people think or to add motion in animation
- ❖ **CO 4** - To know more about animation before films
- ❖ **CO 5** - To know more about Final output.

**COURSE: - SCRIPT WRITING PHOTOGRAPHY WITH STORY BOARD DEVELOPMENT**

**CODE: - B.F.A - A -102 - CC2 P**

**Course Outcome:**

- ❖ **CO 1** - Gain knowledge for making movies, serials, advertisement etc.

**COURSE: - 3D CLAY MODELING**

**CODE: - B.F.A - A - 103 - CC3 P**

**Course Outcome:**

- ❖ Animation is actually very simple. When you animate clay characters or figures, you take a picture. The most easily recognized form of sculpting is clay modeling, that is the creation of a 3-dimensional piece of art.

**COURSE: - PRINT MEDIA & GRAPHICS**

**CODE: - B.F.A - A - 104 - CC4 P**

**Course Outcome:**

- ❖ **CO1** - Student Know about workspace, Zooming, Panning & Scrolling, They also know about creating objects, Coloring & Styling Objects, Positioning, grouping and combine Objects
- ❖ **CO 2** - Student Know about Scanning a hand-drawn concept, Setting the dimensions or scale creating a border, incorporating and creating content, Getting client approval fabricating the sign
- ❖ **CO 3** - To Know about Starting an image with Corel PHOTO-PAINT, Drawing the main shapes, Scanning and importing the rough sketches, Creating the background, Adding the foreground elements, Setting up the document in Corel DRAW
- ❖ **CO 4** - To Know about Exploring Corel CONNECT, Browsing and searching for content, sing and managing content

**COURSE: - PHOTOGRAPHY**

**CODE: - B.F.A - A - 107 - SE1**

**Course Outcome:**

- ❖ **CO 1** - To develop the skill & knowledge of Digital Photography
- ❖ **CO 2** - Students will understand the knowhow and can function either as an entrepreneur or can take up jobs. Photography & video studios, edit set-up, graphic arts industry and other audio visual sectors.
- ❖ **CO 3** - Visualize the concept of digital platform and various methods of image capture.

- ❖ **CO 4** - Develop the concept of digital output and producing the final product

**COURSE: - COMPUTER GRAPHICS**

**CODE: - B.F.A - A - 201 - CC1 T**

**Course Outcome:**

- ❖ **CO 1-** To Know about of graphics, use of graphics Methods,
- ❖ **CO 2-** To know about the graphic Designer's key to the new media
- ❖ **CO 3-** To know about the complete guide to digital Imaging
- ❖ **CO 4-** To know about the Planning and the production of Branding
- ❖ **CO 5-** To know about the Materials and the knowledge of Tools
- ❖ **CO 6-** To know about work with images in different file formants

**COURSE: - DIGITAL GRAPHICS**

**CODE: - B.F.A - A - 202 - CC2 P**

**Course Outcome:**

- ❖ **CO 1-** Student Know about workspace, Zooming, Panning & Scrolling, They also know about creating objects, Coloring & Styling Objects, Positioning, grouping and combine Objects.
- ❖ **CO 2-** Student Know about Scanning a hand-drawn concept, Setting the dimensions or scale Creating a border, Incorporating and creating content, Getting client approval fabricating the sign.
- ❖ **CO 3-** To Know about Starting an image with PAINT, Drawing the main shapes, Scanning and importing the rough sketches, Creating the background, Adding the foreground elements, Setting up the document in Corel DRAW
- ❖ **CO 4-** To Know about, Browsing and searching for content, Using and managing content

**COURSE: - DIGITAL ILLUSTRATION**

**CODE: - B.SC (ANI)-203 - CC3 P**

**Course Outcome:**

- ❖ **CO1-** Student Know about workspace, Zooming, Panning & Scrolling, They also know about creating objects, Coloring & Styling Objects, Positioning, grouping and combine Objects
- ❖ **CO2-** Student Know about Scanning a hand-drawn concept, Setting the dimensions or scale  
Creating a border, Incorporating and creating content , Getting client approval Fabricating the sign
- ❖ **CO 3-** To Know about Drawing the main shapes, Scanning and importing the rough sketches,  
Adding the foreground elements, Setting up the document in
- ❖ **CO4-** To Know about, Browsing and searching for content, Using and managing content
- ❖ **CO5-** Learn to know how to create special effect with the use of various tools

**COURSE: - 2D DIGITAL ANIMATION**

**CODE: - B.F.A - A - 204 - CC4 P**

**Course Outcome:**

- ❖ **CO1-** Student Know about workspace, Zooming, Panning & Scrolling, They also know about creating objects, 2d animation
- ❖ **CO2-** Student Know about scanning a hand-drawn concept, Frames
- ❖ **CO3-** To Know about Starting an image with Corel PHOTO-PAINT, Drawing the main shapes, Scanning and importing the rough sketches,
- ❖ **CO4-** To Know about Exploring Browsing and searching for content, Using and managing content
- ❖ **CO5-** Student Know about to apply filters and exporting to create their own animation move

**COURSE: - CINEMATOGRAPHY**

**CODE: - B.F.A - A - 207 - SE1**

**Course Outcome:**

- ❖ **CO1-** To develop the skill & knowledge of Digital Cinematography.
- ❖ **CO2-** Study about Digital Box and SLR Cameras. Image Sensors
- ❖ **CO3-** Study about Box, Studio, Twin Lens Reflex and Single Lens Reflex Cameras.
- ❖ **CO4-** Study about B&W and Color Films. Color Temperature Contrast Ratio And Exposure Latitude

**COURSE: - FUNDAMENTAL OF FILM MAKING**

**CODE: - B.F.A - A - 301 - CC1 T**

**Course Outcome:**

- ❖ **CO1-** Film industry of Mumbai-also known as Bollywood - is the largest and most powerful branch that controls Indian cinema.

**COURSE: - DIGITAL SOUND PRODUCTION**

**CODE: - B.F.A - A - 302 - CC2 P**

**Course Outcome:**

- ❖ **CO1-** Helps in managing pipeline for pre-Production and post-Production Studio
- ❖ **CO2-** Student Know about Scanning a hand-drawn concept, Setting the dimensions or scale  
Creating a border, Incorporating and creating content, Getting client approval fabricating the sign

**COURSE: - AUDIO & VIDEO EDITING**

**CODE: - B.F.A - A - 303 - CC3 P**

**Course Outcome:**

- ❖ **CO1-** Helps in managing pipeline for pre-Production and post-Production Studio
- ❖ **CO2-** Student Know about Scanning a hand-drawn concept , Setting the dimension or scale  
Creating a border, Incorporating and creating content , Getting client approval Fabricating the sig



**COURSE: - ART OF COMPOSITING**

**CODE: - B.F.A - A - 304 - CC4 P**

**Course Outcome:**

- ❖ **CO1-** Helps in managing pipeline for pre-Production and post-Production Studio
- ❖ **CO2-** Student Know about Scanning a hand-drawn concept , Setting the dimensions or scale  
Creating a border, Incorporating and creating content , Getting client approval Fabricating the  
sign
- ❖ **CO3-** Stop Motion animation is a Frame by Frame Film Making Technique with Puppets and  
Models
- ❖ **CO4-** Cinematography might choose to integrate chroma key elements into a scene for the  
purpose of adding grading effect

**COURSE: - DIGITAL TELEVISION PRODUCTION**

**CODE: - B.F.A - A - 305 - FC1**

**Course Outcome:**

- ❖ **CO1-** Helps in managing pipeline for pre-Production and post-Production Studio
- ❖ **CO2-** Student Know about Scanning a hand-drawn concept , Setting the dimensions or scale  
Creating a

**COURSE: - PERSONALITY DEVELOPMENT**

**CODE: - B.F.A - A - 306 - FC2**

**Course Outcome:**

- ❖ **CO1-** English is so widely spoken; it has often been referred to as a "world language". It is the most widely learned second language and an official language of the United Nations, of the European Union, and of many other world and regional international organizations.
- ❖ **CO2-** Improving your pronunciation is always about giving you the freedom and power to speak with confidence and to be understood when you communicate in English.
- ❖ **CO3-** Helps them speak the language, including avoiding pauses
- ❖ **CO4-** Clear interviews knowing that you have put forth your best self. Express your opinions, ideas, and thoughts easily and well in meetings and in social events.
- ❖ **CO5-** Language helps us to communicate
- ❖ **CO6-** Giving you the freedom and power to speak with confidence and to be understood when you communicate in English

**COURSE: - HISTORY OF 3D GRAPHICS**

**CODE: - B.F.A - A - 401 - CC1 T**

**Course Outcome:**

- ❖ **CO1-** To Know about Early Animation
- ❖ **CO2-** To Know First movement of animation with shadow and light
- ❖ **CO3-** To Know about the history how the early people think or to add motion in animation

- ❖ **CO4-** To know more about Earliest Animation on Film Traditional Animation
- ❖ **CO5-** To know more about Animation Techniques

**COURSE: - ADVANCED 3D GRAPHICS - I {CHARACTER MODELING}**

**CODE: - B.F.A - A - 402 - CC2 P**

**Course Outcome:**

- ❖ **CO1-** Used in creating realistic 3D movies, cartoon movies, and 3d environment

**COURSE: - ADVANCED 3D GRAPHICS - II {LIGHTING, TEXTURING & RENDERING}**

**CODE: - B.F.A - A - 403 - CC3 P**

**Course Outcome:**

- ❖ **CO1-** Used in creating realistic 3D movies, cartoon movies, and 3d environment

**COURSE: - ADVANCED 3D GRAPHICS - III {RIGGING,& SKINNING}**

**CODE: - B.F.A - A - 404 - CC4 P**

**Course Outcome:**

- ❖ **CO1-** Used in creating realistic 3D movies,
- ❖ **CO2-** To know more about Animation Techniques
- ❖ **CO3-** To know about advance technology of animation
- ❖ **CO4-** To know more about proper pipeline and workspace
- ❖ **CO5-** To know the proper function and organization of the Animation Industries

**COURSE: - ANATOMY STUDY**

**CODE: - B.F.A - A - 405 - FC1**

**Course Outcome:**

- ❖ **CO1** - To Know about human muscle flow to create realistic 3D character

**COURSE: - COMMUNICATION SKILLS**

**CODE: - B.F.A - A - 406 - FC2**

**Course Outcome:**

- ❖ **CO1-** English is so widely spoken; it has often been referred to as a "world language". It is the most widely learned second language and an official language of the United Nations, of the European Union, and of many other world and regional international organizations.
- ❖ **CO2-** Improving your pronunciation is always about giving you the freedom and power to speak with confidence and to be understood when you communicate in English.
- ❖ **CO3-** Helps them speak the language, including avoiding pauses
- ❖ **CO4-** Clear interviews knowing that you have put forth your best self. Express your opinions, ideas, and thoughts easily and well in meetings and in social events.
- ❖ **CO5-** Language helps us to communicate
- ❖ **CO6-** Giving you the freedom and power to speak with confidence and to be understood when you communicate in English

**COURSE: - ADVANCED MODELING**

**CODE: - B.F.A - A - 501 - CC1 T**

**Course Outcome:**

- ❖ **CO1-** Used to create character for gaming and for 3D movies to show details
- ❖ **CO2-** Used in to add more details in 3D movies and in gaming projects.

**COURSE: - SHADING & RENDERING**

**CODE: - B.F.A - A - 502 - CC2 P**

**Course Outcome:**

- ❖ **CO1-** Used in creating realistic 3D movies, cartoon movies, and 3d environment

**COURSE: - ANIMATION TECHNIQUE WITH CHARACTER**

**CODE: - B.F.A - A - 503 - CC3 P**

**Course Outcome:**

- ❖ **CO1-** Used in creating realistic 3D movies

**COURSE: - ADVANCED ANIMATION & VFX**

**CODE: - B.F.A - A - 601 - CC1 T**

**Course Outcome:**

- ❖ **CO1-** Used in production quality output of animation and to create fire and particles effect

**COURSE: - DIGITAL 3D PARTICLES**

**CODE: - B.F.A - A - 602 - CC2 P**

**Course Outcome:**

- ❖ CO1- Used in production quality output of animation and to create fire and particles effect

**COURSE: - GAMING MODELING**

**CODE: - B.F.A - A - 603 - CC3 P**

**Course Outcome:**

- ❖ CO1- Used to create character for gaming and for 3D movies to show details
- ❖ CO2- Used in to add more details in 3D movies and in gaming projects.

**COURSE: - ADVANCE EDITING**

**CODE: - B.F.A - A - 604 - CC4 P**

**Course Outcome:**

- ❖ CO1- To know the basic editing Methods
- ❖ CO2- The Know the rules of editing

**COURSE: - PROJECT WORK – (REPORT)**

**CODE: - B.F.A - A - 701 - CC1 T**

**Course Outcome:**

- ❖ CO1- Understanding and explaining the need you want to meet
- ❖ CO2- Being clear about your overall aim and how your project will meet the need
- ❖ CO3- Measuring your success
- ❖ CO4- Learning from what you have achieved to improve your project

**COURSE: - INTERNSHIP**  
**CODE: - B.F.A - A - 702 - CC2 P**

**Course Outcome:**

- ❖ **CO1-** Explore career alternatives prior to graduation.
- ❖ **CO2-** Integrate theory and practice.
- ❖ **CO3-** Assess interests and abilities in their field of study.
- ❖ **CO4-** Learn to appreciate work and its function in the economy.
- ❖ **CO5-** Develop work habits and attitudes necessary for job success.
- ❖ **CO6-** Develop communication, interpersonal and other critical skills in the job interview process.
- ❖ **CO7-** Build a record of work experience.
- ❖ **CO8-** Acquire employment contacts leading directly to a full-time job following graduation from college.

**COURSE: - PROJECT WORK – DISSERTATION**  
**CODE: - B.F.A - A - 803 - CC3 P**

**Course Outcome:**

- ❖ **CO1-** Considerably more in-depth knowledge of the major subject/field of study, including deeper insight into current research and development work.
- ❖ **CO2-** Deeper knowledge of methods in the major subject/field of study.
- ❖ **CO3-** A capability to contribute to research and development work.
- ❖ **CO4-** The capability to use a holistic view to critically, independently and creatively identify, formulate and deal with complex issues.

- ❖ **CO5-** The capability to plan and use adequate methods to conduct qualified tasks in given frameworks and to evaluate this work.
- ❖ **CO6-** The capability to create, analyze and critically evaluate different technical solutions.
- ❖ **CO7-** The capability to critically and systematically integrate knowledge.
- ❖ **CO8-** The capability to identify the issues that must be addressed within the framework of the specific thesis in order to take into consideration all relevant dimensions of sustainable development.
- ❖ **CO9-** A consciousness of the ethical aspects of research and development work.

**COURSE: - SHOW REEL / DOCUMENTARY**

**CODE: - B.F.A - A - 804 - FC1**

**Course Outcome:**

- ❖ **CO1-** Further understanding of Animation processes
- ❖ **CO2-** Confidence in ability to successfully perform in Animation
- ❖ **CO3-** Understanding technical requirements
- ❖ **CO4-** Cover auditions preparation
- ❖ **CO5-** Career advice and direction
- ❖ **CO6-** Make a professional show reel