

**Swami Vivekanand Subharti University**

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

**Design**

**M.S.c 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: - Elements of Animation**

**Code: - M.S.c-101(ani) CC1**

**Course Outcome:**

- ❖ **CO 1** - To Know about Animation
- ❖ **CO 2** - To Know First movement of animation
- ❖ **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: - Animation Specialization: Graphic/VFX/Animation-I**

**Code: - M.S.c-102(ani) CC2**

**Course Outcome:**

- ❖ **CO-1**- Apply in depth knowledge of animation and the knowledge of Principles of Animation in every software
- ❖ **CO2**- Able to work with professional skill in Animation studios and production house,
- ❖ **CO3**- Came with new ideas of animation with advance technology
- ❖ **CO4**- Maintain data and work space and work pipeline
- ❖ **CO5**- Utilize interpersonal skill of leadership
- ❖ **CO6**- To analyze and solve problems, using appropriate technology and accurate knowledge of software
- ❖ **CO7**- Implements effective techniques of work
- ❖ **CO8**- Evaluate the organization and functions of the Animation industry.

**Course: - Designing Concept-I**

**Code: - M.S.c-103(ani) CC3**

**Course Outcome:**

- ❖ **CO-1** To know the Concept of Graphic Designing
- ❖ **CO-2** To generate new ideas
- ❖ **CO-3** To create new concept of Design

**Course: - Project Report & Viva Voce**

**Code: - M.S.c-104(ani)**

**Course Outcome:**

- ❖ **CO1** -Knowledge, awareness, or skills gained by others.
- ❖ **CO 2** - New methods/tools or behaviors/practices adopted

**Course: - Basic of Photography**

**Code: - M.S.c-105(ani) GE1**

**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: - Principal of Animation**

**Code: - M.S.c-201(ani) CC4**

**Course Outcome:**

- ❖ **CO 1-** To know about the basic principal of animation
- ❖ **CO 2-** To know about the methods of animation
- ❖ **CO 3-** To know about the different ways of expression

**Course: - Animation Specialization: Graphic/VFX/Animation-II**

**Code: - M.S.c-202(ani) CC5**

**Course Outcome:**

- ❖ **CO-1-** Apply in depth knowledge of animation and the knowledge of Principles of Animation in every software
- ❖ **CO2-** Able to work with professional skill in Animation studios and production house,
- ❖ **CO3-** Came with new ideas of animation with advance technology
- ❖ **CO4-** Maintain data and work space and work pipeline
- ❖ **CO5-** Utilize interpersonal skill of leadership
- ❖ **CO6-** To analyze and solve problems, using appropriate technology and accurate knowledge of software
- ❖ **CO7-** Implements effective techniques of work
- ❖ **CO8-** Evaluate the organization and functions of the Animation industry.

**Course: - Designing Concept-II**

**Code: - M.S.c-203(ani) CC6**

**Course Outcome:**

- ❖ **CO1-** Analyze, synthesize, and utilize design processes and strategy from concept to delivery to creatively solve communication problems.
- ❖ **CO2-** Create communication solutions that address audiences and contexts, by recognizing the human factors that determine design decisions.
- ❖ **CO 3-** Utilize relevant applications of tools and technology in the creation, reproduction, and distribution of visual messages.
- ❖ **CO4-** Apply graphic design principles in the ideation, development, and production of visual messages.
- ❖ **CO5-** Identify and utilize design history, theory, and criticism from a variety of perspectives, including: art history, communication/information theory, and the social/cultural use of design objects.

**Course: - Project Seminar**

**Code: - M.S.c-204(ani)**

**Course Outcome:**

- ❖ **CO-1** Students will demonstrate the ability to perform close and critical readings.
- ❖ **CO-2** Students will demonstrate the ability to consider critically the motives and methods of scholarship and the relationship between them.
- ❖ **CO-3** Students will demonstrate the ability to distinguish opinions and beliefs from researched claims and evidence and recognize that kinds of evidence will vary from subject to subject. For instance, some fields call for quantitative support while others work more commonly with quoted, textual evidence.
- ❖ **CO-4** Students will demonstrate the ability to ask disciplinarily appropriate questions of the material and recognize when lines of inquiry fall outside of disciplinary boundaries.
- ❖ **CO-5** Students will demonstrate the ability to evaluate, credit, and synthesize sources.

**Course: - Advance Photography**

**Code: - M.S.c-205(ani) GE2**

**Course Outcome:**

- ❖ **CO1-** To develop the skill & knowledge of Digital Photography
- ❖ **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: - History of Animation**

**Code: - M.S.c-301(ani) CC7**

**Course Outcome:**

- ❖ **CO1-** Students will view and discuss early milestones in the history of animation
- ❖ **CO-2** Students will be able to identify significant historical figures and their contributions to the development of animation
- ❖ **CO-3** Students will be able to identify and explain early developments, technologies, and inventions that shaped the art form of animation.
- ❖ **CO-4** Students will be able to identify early animated films and explain their historical and cultural significance.

**Course: - Animation Specialization: Graphics/VFX/Animation-III**

**Code: - M.S.c-302(ani) CC8**

**Course Outcome:**

- ❖ **CO-1-** Apply in depth knowledge of animation and the knowledge of Principles of Animation in every software
- ❖ **CO2-** Able to work with professional skill in Animation studios and production house,
- ❖ **CO3-** Came with new ideas of animation with advance technology
- ❖ **CO4-** Maintain data and work space and work pipeline
- ❖ **CO5-** Utilize interpersonal skill of leadership
- ❖ **CO6-** To analyze and solve problems, using appropriate technology and accurate knowledge of software



- ❖ **CO7-** Implements effective techniques of work
- ❖ **CO8-** Evaluate the organization and functions of the Animation industry.

**Course: - Designing Concepts-III**

**Code: - M.S.c-303 (ani) CC9**

**Course Outcome:**

- ❖ **CO-1** Recognize graphic design as representative of the historical moment in which it was produced, while acknowledging its effect on later developments in design.
- ❖ **CO-2** Identify the impact of social, cultural, technological and economic developments on design.
- ❖ **CO-3** Utilize a critical vocabulary to discuss, write about, and create graphic design.
- ❖ **CO-4** Think critically about the relationship between form, context and meaning in visual communication.
- ❖ **CO-5** Articulate the relationships between graphic design, the history of visual culture and world history to enhance civic and global engagement.
- ❖ **CO-6** Apply knowledge of the history of graphic design, visual communication and technology to design projects and/or encounters with visual culture outside of the classroom.

**Course: - Dissertation & Viva Voce**

**Code: - M.S.c-304(ani)**

**Course Outcome:**

- ❖ **CO1-** Recognize the importance of planning and preparation required to undertake a research project.
- ❖ **CO2-** Develop a thorough understanding of the chosen subject area.
- ❖ **CO3-** Demonstrate the ability to collate and critically assess/interpret data.
- ❖ **CO4-** Develop an ability to effectively communicate knowledge in a scientific manner.

**Course: - Basic of Cinematography**

**Code: - M.S.c-305(ani)**

**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: - Modern Concept of Animation**

**Code: - M.S.c-401(ani) CC10**

**Course Outcome:**

- ❖ **CO1-** Apply in depth knowledge of animation and the knowledge of Principles of Animation
- ❖ **CO2-** Came with new ideas of animation
- ❖ **CO3-** To analyze and solve problems, using appropriate technology and accurate knowledge of software
- ❖ **CO4-** Implements effective techniques of work
- ❖ **CO5-** Evaluate the organization and functions of the Animation industry.

**Course: - Animation Specialization: Graphics/VFX/Animation-IV**

**Code: - M.S.c-402(ani) CC11**

**Course Outcome:**

- ❖ **CO-1-** Apply in depth knowledge of animation and the knowledge of Principles of Animation in every software
- ❖ **CO2-** Able to work with professional skill in Animation studios and production house,
- ❖ **CO3-** Came with new ideas of animation with advance technology
- ❖ **CO4-** Maintain data and work space and work pipeline
- ❖ **CO5-** Utilize interpersonal skill of leadership
- ❖ **CO6-** To analyze and solve problems, using appropriate technology and accurate knowledge of software
- ❖ **CO7-** Implements effective techniques of work

- ❖ **CO8-** Evaluate the organization and functions of the Animation industry.

**Course: - Designing Concept-IV**

**Code: - M.S.c-403(ani) CC12**

**Course Outcome:**

- ❖ **CO-1** Identify the impact of social, cultural, technological and economic developments on design.
- ❖ **CO-2** Utilize a critical vocabulary to discuss, write about, and create graphic design.
- ❖ **CO-3** Articulate the relationships between graphic design, the history of visual culture and world history to enhance civic and global engagement.

**Course: - Dissertation Seminar**

**Code: - M.S.c-404 (ani)**

**Course Outcome:**

- ❖ **CO1-** Recognize the importance of planning and preparation required to undertake a research project.
- ❖ **CO2-** Develop a thorough understanding of the chosen subject area.
- ❖ **CO3-** Demonstrate the ability to collate and critically assess/interpret data.
- ❖ **CO4-** Develop an ability to effectively communicate knowledge in a scientific manner.

**Course: - Advance Cinematography**

**Code: - M.S.c-405(ani)**

**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