Savitribai Phule Pune University

Structure of UG Program as per NEP-2020

Name of Program : B Sc Animation

Major Course : Animation

Level : 4.5 (First Year) Semester : I

CourseType	Course Code	Course Title	Course Credits		Teaching Scheme Hr/Week		Evaluation Scheme andMax Marks		
			TH	PR	TH	PR	CE	EE	Total
Subject I 2(T)+2(P)	ANM-101-T	Basics of Animation	2	-	2	-	15	35	50
	ANM-102-P	Lab Course on ANM-101-T	-	2	-	2	15	35	50
Subject II 2(T)+2(P)	ANM-103-T	Foundation of Art	2	-	2	-	15	35	50
	ANM-104-P	Lab Course on ANM-103-T	-	2	-	2	15	35	50
Subject III 2(T)+2(P)	ANM-105-T	Vector Design (Illustrator)	2	-	2	-	15	35	50
	ANM-106-P	Lab Course on ANM-105-T	-	2	-	2	15	35	50
GE/OE 2(T)	ANM-107-OE	Basics of Digital Photography and Film Making	2	-	2	-	15	35	50
SEC 2(T/P)	ANM-108-SEC	Character Design	-	2	-	2	15	35	50
IKS 2(T)	IKS-100-T	Generic IKS	2	-	2	-	15	35	50
AEC 2(T)	ANM-109-AEC	MIL-I (Hindi)/ MIL-I (Marathi)/ MIL-I (English)	2	-	2	-	15	35	50
VEC (2)	ANM-110-VEC	Environmental Science-I	2	-	2	-	15	35	50
		TOTAL	**14**	**8**	**14**	**8**			

Level : 4.5 (First Year) Semester : II

CourseType	Course Code	Course Title	Course Credits		Teaching Scheme Hr/Week		Evaluation Scheme andMax Marks		
			TH	PR	TH	PR	CE	EE	Total
Subject I 2(T)+2(P)	ANM-151-T	Digital Graphics (Photoshop)	2	-	2	-	15	35	50
	ANM-152-P	Lab Course on ANM-151-T	-	2	-	2	15	35	50
Subject II 2(T)+2(P)	ANM-153-T	Print Design (InDesign)	2	-	2	-	15	35	50
	ANM-154-P	Lab Course on ANM-153-T	-	2	-	2	15	35	50
Subject III 2(T)+2(P)	ANM-155-T	Production Process	2	-	2	-	15	35	50
	ANM-156-P	Lab Course on ANM-155-T	-	2	-	2	15	35	50
GE/OE 2(P)	ANM-157-OE	Basics of Image Editing and Video Editing (Lightroom + Filmora)	-	2	-	2	15	35	50
SEC 2(T/P)	ANM-158-SEC	Digital Photography	-	2	-	2	15	35	50
AEC 2(T)	ANM-159-AEC	MIL-II (Hindi)/ MIL-II (Marathi)/ MIL-II (English)	2	-	2	-	15	35	50
VEC (2)	ANM-160-VEC	Environmental Science-II	2	-	2	-	15	35	50
CC (2)	ANM-161-CC	Course from University Basket	2	-	2	-	15	35	50
		TOTAL	**12**	**10**	**12**	**10**			

Level : 5.0 (Second Year) Semester : III

CourseType	Course Code	Course Title	Course Credits		Teaching Scheme Hr/Week		Evaluation Scheme andMax Marks		
			TH	PR	TH	PR	CE	EE	Total
MajorCore 4(T)+2(P)	ANM-201-MJ	3D Animation (3Ds Max)	4	-	4	-	30	70	100
	ANM-202-MJ	Lab Course on ANM-201-MJ	-	2	-	2	15	35	50
VSC 2(T/P)	ANM-221-VSC	Film Making Fundamentals	-	2	-	2	15	35	50
FP/CEP (2)	ANM-231-FP	Mini Project based on Graphic design.	-	2	-	2	15	35	50
Minor 2(T)+2(P)	ANM-241-MN	Design Thinking	2	-	2	-	15	35	50
	ANM-242-MN	2D Animation (Animate)	-	2	-	2	15	35	50
GE/OE 2(T)	ANM-203-OE	Designing & Video Animation for Social Media	2	-	2	-	15	35	50
IKS 2(T)	ANM-200-IKS	Film Appreciation and Visual Communication	2	-	2	-	15	35	50
AEC 2(T)	ANM-204-AEC	Soft Skills – I	2	-	2	-	15	35	50
CC (2)	ANM-205-CC	Course from University Basket	2	-	2	-	15	35	50
		TOTAL	**14**	**8**	**14**	**8**			

Level : 5.0 (Second Year) Semester : IV

CourseType	Course Code	Course Title	Course Credits		Teaching Scheme Hr/Week		Evaluation Scheme andMax Marks		
			TH	PR	TH	PR	CE	EE	Total
MajorCore 4(T)+2(P)	ANM-251-MJ	Advance 3D Animation – I (Maya)	4	-	4	-	30	70	100
	ANM-252-MJ	Lab Course on ANM-251-MJ	-	2	-	2	15	35	50
VSC 2 (T/P)	ANM-271-VSC	Mini Project based on Graphic Design	-	2	-	2	15	35	50
FP/CEP (2)	ANM-281-CEP	Documentary on Community Engagement and Service	-	2	-	2	15	35	50
Minor 2(T)+2(P)	ANM-291-MN	Video Editing (Premiere)	2	-	2	-	15	35	50
	ANM-292-MN	Lab Course on ANM-291-MN	-	2	-	2	15	35	50
GE/OE 2(P)	ANM-253-OE	Explainer Video Animation & Designing for Social Media	-	2	-	2	15	35	50
SEC 2(T/P)	ANM-254-SEC	Stop Motion Techniques	-	2	-	2	15	35	50
AEC 2(T)	ANM-255-AEC	Soft Skills – II	2	-	2	-	15	35	50
CC (2)	ANM-256-CC	Course from University Basket	2	-	2	-	15	35	50
		TOTAL	**10**	**12**	**10**	**12**			

Level : 5.5 (Third Year) Semester : V

CourseType	Course Code	Course Title	Course Credits		Teaching Scheme Hr/Week		Evaluation Scheme andMax Marks		
			TH	PR	TH	PR	CE	EE	Total
MajorCore 8(T)+ 4(P)	ANM-301-MJ	Advance 3D Animation - II (Maya)	4	-	4	-	30	70	100
	ANM-302-MJ	Lab Course on ANM-301-MJ	-	2	-	2	15	35	50
	ANM-303-MJ	Blender Animation	4	-	4	-	30	70	100
	ANM-304-MJ	Lab Course on ANM-303-MJ	-	2	-	2	15	35	50
Major Elective 2(T) + 2(P)	ANM-310-ME	Motion Graphics & Compositing (After Effects)	2	-	2	-	15	35	50
	ANM-311-ME	Lab Course on ANM-310-ME	-	2	-	2	15	35	50
	OR								
	ANM-312-ME	Visual Effect (Silhouette)	2	-	2	-	15	35	50
	ANM-313-ME	Lab Course on ANM-312-ME	-	2	-	2	15	35	50
VSC 2(T/P)	ANM-321-VSC	3D Sculpting (ZBrush)	-	2	-	2	15	35	50
FP/CEP 2(FP/CEP)	ANM-331-FP	Mini Project based on 2D/3D Animation (Animate/Maya/Blender)	-	2	-	2	15	35	50
Minor 2(T)	ANM-341-MN	White Board Animation and SketchUp Design	2	-	2	-	15	35	50
		TOTAL	**12**	**10**	**12**	**10**			

Level : 5.5 (Third Year) Semester : VI

CourseType	Course Code	Course Title	Course Credits		Teaching Scheme Hr/Week		Evaluation Scheme andMax Marks		
			TH	PR	TH	PR	CE	EE	Total
MajorCore 8(T)+4(P)	ANM-351-MJ	Visual Effect-I (Nuke)	4	-	4	-	30	70	100
	ANM-352-MJ	Lab Course on ANM-351-MJ	-	2	-	2	15	35	50
	ANM-353-MJ	Augmented Reality (AR) (Unity)	4	-	4	-	30	70	100
	ANM-354-MJ	Lab Course on ANM-353-MJ	-	2	-	2	15	35	50
Major Elective 2(T)+2(P)	ANM-360-ME	Visual Effect- II (Silhouette)	2	-	2	-	15	35	50
	ANM-361-ME	Lab Course on ANM-360-ME	-	2	-	2	15	35	50
	OR								
	ANM-362-ME	Motion Graphics & Compositing (After Effects)	2	-	2	-	15	35	50
	ANM-363-ME	Lab Course on ANM-362-ME	-	2	-	2	15	35	50
VSC 2(T/P)	ANM-371-VSC	Showreel and Project	-	2	-	2	15	35	50
FP/OJT/CEP 4(OJT)	ANM-381-OJT	On Job Training	-	4	-	4	30	70	100
		TOTAL	**10**	**12**	**10**	**12**			

Level : 6.0 (Forth Year) Semester : VII (Honors with Research Degree)

CourseType	Course Code	Course Title	Course Credits		Teaching Scheme Hr/Week		Evaluation Scheme andMax Marks		
			TH	PR	TH	PR	CE	EE	Total
MajorCore 6(T)+4(P)	ANM-401-MJ	Game Design	2	-	2	-	15	35	50
	ANM-402-MJ	Lab Course on ANM-401-MJ	-	2	-	2	15	35	50
	ANM-403MJ	IPR & Cyber Security	2	-	2	-	15	35	50
	ANM-404-MJ	Digital Marketing	2	-	2	-	15	35	50
	ANM-405-MJ	Audio Editing (Audition)	-	2	-	2	15	35	50
Major Elective 2(T)+2(P)	ANM-410-ME	UI & UX Design	2	-	2	-	15	35	50
	ANM-411-ME	Lab Course on ANM-410-ME	-	2	-	2	15	35	50
	OR								
	ANM-412-ME	Web Technology	2	-	2	-	15	35	50
	ANM-413-ME	Lab Course on ANM-412-ME	-	2	-	2	15	35	50
4(RP)	ANM-431-RP	Research Project	-	4	-	8	30	70	100
4(RM) (T)	ANM-441-RM	Research Methodology	4	-	4	-	30	70	100
		TOTAL	**12**	**10**	**12**	**10**			

Level : 6.0 (Forth Year) Semester : VIII (Honors with Research Degree)

CourseType	Course Code	Course Title	Course Credits		Teaching Scheme Hr/Week		Evaluation Scheme andMax Marks		
			TH	PR	TH	PR	CE	EE	Total
MajorCore 6(T)+4(P)	ANM-451-MJ	Game Production (Unity)	2	-	2	-	15	35	50
	ANM-452-MJ	Lab Course on ANM801MJ	-	2	-	2	15	35	50
	ANM-453-MJ	Basics of Marketing & Portfolio Development	2	-	2	-	15	35	50
	ANM-454-MJ	Game Development (Unreal Engine)	2	-	2	-	15	35	50
	ANM-455-MJ	Lab Course on ANM804MJ	-	2	-	2	15	35	50
Major Elective 2(T)+2(P)	ANM-460-ME	Advanced VFX -I (Real Flow)	2	-	2	-	15	35	50
	ANM-461-ME	Lab Course on ANM806ME	-	2	-	2	15	35	50
	OR								
	ANM-462-ME	Advanced VFX -II (Mocha Pro)	2	-	2	-	15	35	50
	ANM-463-ME	Lab Course on ANM808ME	-	2	-	2	15	35	50
8(RP)	ANM-481-RP	Research Project	-	8	-	16	60	140	200
		TOTAL	**08**	**14**	**08**	**22**			

OR

Level : 6.0 (Forth Year) Semester : VII (Honors Degree)

Course Type	Course Code	Course Title	Course Credits		Teaching Scheme Hr/Week		Evaluation Scheme andMax Marks		
			TH	PR	TH	PR	CE	EE	Total
MajorCore 10(T)+4(P)	ANM-401-MJ	Game Design	4	-	4	-	30	70	100
	ANM-402-MJ	Lab Course on ANM-451-MJ	-	2	-	2	15	35	50
	ANM-403MJ	IPR & Cyber Security	4	-	4	-	30	70	100
	ANM-404-MJ	Digital Marketing	2	-	2	-	15	35	50
	ANM-405-MJ	Audio Editing (Audition)	-	2	-	2	15	35	50
Major Elective 2(T)+2(P)	ANM-410-ME	UI & UX Design	2	-	2	-	15	35	50
	ANM-411-ME	Lab Course on ANM-460-ME	-	2	-	2	15	35	50
	OR								
	ANM-412-ME	Web Technology	2	-	2	-	15	35	50
	ANM-413-ME	Lab Course on ANM-462-ME	-	2	-	2	15	35	50
4 (RM) (T)	ANM-441-RM	Research Methodology	4	-	4	-	30	70	100
		TOTAL	**16**	**06**	**16**	**06**			

Level : 6.0 (Forth Year) Semester : VIII (Honors Degree)

CourseType	Course Code	Course Title	Course Credits		Teaching Scheme Hr/Week		Evaluation Scheme andMax Marks		
			TH	PR	TH	PR	CE	EE	Total
MajorCore 10(T)+4(P)	ANM-451-MJ	Game Production (Unity)	4	-	4	-	30	70	100
	ANM-452-MJ	Lab Course on ANM801MJ	-	2	-	2	15	35	50
	ANM-453-MJ	Basics of Marketing & Portfolio Development	2	-	2	-	15	35	50
	ANM-454-MJ	Game Development (Unreal Engine)	4	-	4	-	30	70	100
	ANM-455-MJ	Lab Course on ANM804MJ	-	2	-	2	15	35	50
Major Elective 2(T)+2(P)	ANM-460-ME	Advanced VFX -I (Real Flow)	2	-	2	-	15	35	50
	ANM-461-ME	Lab Course on ANM806ME	-	2	-	2	15	35	50
	OR								
	ANM-462-ME	Advanced VFX -II (Mocha Pro)	2	-	2	-	15	35	50
	ANM-463-ME	Lab Course on ANM808ME	-	2	-	2	15	35	50
4 (OJT)	ANM-481-OJT	On Job Training	-	4	-	4	30	70	100
		TOTAL	**12**	**10**	**12**	**10**			

SAVITRIBAI PHULE PUNE UNIVERSITY, PUNE

Syllabus

B Sc Animation

Title of the Course:3D Animation (3Ds Max)								
Year: II				**Semester: III**				
Course Type	**Course Code**	**Credit Distribution**		**Credits**	**Allotted Hours**	**Allotted Marks**		
		Theory	**Practical**			**CIE**	**ESE**	**Total**
Major Core 4(T)	**ANM-201-MJ**	**04**	**00**	**04**	**60**	**30**	**70**	**100**

Course Objectives:-

- To introduce students to the principles and tools of 3D animation using Autodesk 3ds Max.
- To develop skills in modeling, texturing, lighting, animation, and rendering.
- To enable students to create realistic environments and animated characters.
- To familiarize learners with industry workflows and production pipelines.
- To build competency in delivering professional-level 3D content for games, films, and advertising.

Course Outcomes:-

- Students will master 3Ds Max tools to navigate and use the interface efficiently.
- Students will model complex objects and environments using advanced techniques and modifiers.
- Students will apply textures, lighting, and rendering to produce photorealistic visuals.
- Students will animate characters and objects using basic rigging, keyframes, and storytelling elements.
- Students will complete a full 3D animation project and develop skills for further studies or careers in animation and related fields.

Course Content

Unit	**Unit Name**	**Lectures**
Unit 1	**Introduction to 3ds Max**	**5**

1.1 Overview of 3D animation and Autodesk 3ds Max
1.2 Interface layout and navigation
1.3 Viewports and coordinate systems
1.4 Import & Export File Management
1.5 Project Setting

Unit 2	**Basic Modeling Concepts**	**10**

2.1. Standard primitives and extended primitives, Transform tools (move, rotate, scale)
2.2. Object properties and modifiers
2.3. Editable poly and mesh modeling, Vertex, edge, border, polygon, and element manipulation
2.4. Smoothing groups and subdivision surfaces

Unit 3	**Advanced Modeling Techniques**	**5**

3.1 NURBS modeling 3.2 Boolean operations 3.3 Spline modeling and compound objects 3.4 Advance modifiers		
Unit 4	**Materials and Texturing**	**5**
4.1 Material Editor (Standard, Physical, and PBR materials) 4.2 UV mapping and types 4.3 Applying and editing textures (bitmaps, procedural maps)		
Unit 5	**Lighting and Rendering**	**10**
5.1 Standard and photometric lights 5.2 3-point lighting setup, Global Illumination and HDR lighting 5.3 Standard Rendering 5.4 Render settings and output formats		
Unit 6	**3D Visualization**	**10**
6.1 Basics of Interior Design & Modeling 6.2 Introduction to Exterior Design & Modeling 6.3 Basics of Automobile modeling and Image plane setup		
Unit 7	**Cameras and Composition**	**10**
7.1. Introduction to Cameras in 3ds Max 7.2. Camera movement and Animation 7.3. Timeline, keyframes, and the curve editor 7.4. Object animation (position, rotation, scale)		
Unit 8	**Final Project and Portfolio Development**	**5**
8.1 Project planning and pre-production 8.2 Execution of a short 3D animated scene		

Reference books:

1. "Autodesk 3ds Max 2024 Fundamentals" by Ascent - Center for Technical Knowledge
2. "3ds Max Projects: A Detailed Guide to Modeling, Texturing, Rigging, Animation and Rendering" by Serdar Hakan DÜZGÖREN

Title of the Course: Lab Course on ANM-201-MJ								
Year: II				**Semester: III**				
Course Type	**Course Code**	**Credit Distribution**		**Credits**	**Allotted Hours**	**Allotted Marks**		
		Theory	**Practical**			**CIE**	**ESE**	**Total**
Major Core 2(P)	**ANM-202-MJ**	**00**	**02**	**02**	**30**	**15**	**35**	**50**

Course Objectives:-

- To provide foundational knowledge of 3D animation using Autodesk 3ds Max.
- To train students in creating 3D models, materials, lighting, rendering, and animation.
- To introduce architectural visualization and automobile modeling workflows.
- To equip learners with the skills needed to plan and complete a professional 3D animation project.
- To prepare students for portfolio development and industry-standard practices.

Course Outcomes:-

After completing this course, students will be able to:

- Navigate and utilize Autodesk 3ds Max tools for 3D production.
- Model detailed environments, architecture, and vehicles.
- Apply realistic materials and lighting for rendering scenes.
- Animate and compose scenes using keyframing and camera techniques.
- Execute and present a final 3D animation project as part of a professional portfolio.

Course Content

1. Create Basic Monitor using Polygon primitives and basic geometry.
2. Create 3D Objects: Three flower pot/Swing. Using splines and NURBS Modeling.
3. Create 3D Objects: All Essential Furniture, Sofa, Bed, Lamps, TV Unit, etc. and Apply Textures.
4. Create Advance Modeling Objects: All Essential Household Appliances, computer setup (monitor, keyboard, mouse CPU, chair), etc. Apply Textures and various materials.
5. Create an Interior scene: Living, Kitchen and Bedroom with all furniture and appliance, apply textures with Various Arnold Shaders. Also use different types of Arnold Lights. Render the Interior scenes with Arnold/standard render setup.
6. Create an Exterior scene: using Arnold Shaders included Glass, Metal, Plastic, Rubber, Mirror, using proper plans, built a 4-storey building, draw floor plans Extrude walls. Also use different types of Lights with HDRI light (Background). Render the scenes with Arnold/standard render setup.
7. Create a Basic 3D Concept Vehicle with interior, Wheels and front, rear Lights. Texture the Vehicle with Car Paint in Arnold Shaders and other Arnold presets as per requirement. Render the scene with Image based lighting using HDRI in Arnold, use proper lights for Head Light and Tail light, use volumetric light and fog effect to render a night scene
8. Render output in Image and Video Format: Create an Architectural Walkthrough of Interior and Exterior in Video Format using advance rendering.

Student must present Journal of all the given Assignments with color visuals at the end of the Semester.

Title of the Course: Film Making Fundamentals								
Year: II				**Semester: III**				
Course Type	**Course Code**	**Credit Distribution**		**Credits**	**Allotted Hours**	**Allotted Marks**		
		Theory	**Practical**			**CIE**	**ESE**	**Total**
VSC 2(T/P)	**ANM-221-VSC**	**00**	**02**	**02**	**30**	**15**	**35**	**50**

Course Objectives:-

- To introduce students to the core concepts of storytelling, scripting, and cinematic structure.
- To provide hands-on experience in planning, shooting, and editing short narrative and documentary films.
- To develop students' ability to visually communicate ideas using techniques like composition, continuity, and pacing.
- To encourage collaborative and individual creative expression through real world, media-based assignments.

Course Outcomes:-

Student will be able to:-

- Students will be able to write and structure a basic screenplay, synopsis, and production schedule.
- Students will demonstrate the ability to plan, shoot, and edit short scenes, conversations, and photo stories using cinematic grammar.
- Students will produce a short documentary and biography using interviews, research, and original footage.
- Students will conceptualize and complete a short film following the three-act narrative structure, showcasing their storytelling and technical skills.

Course Content

1. Write a Synopsis of a Script
2. Make a Screenplay
3. Make a master chart with shooting schedule
4. Photo Stories
5. 5 Shots assignment
6. Shoot Two Person Conversation with flashback
7. Shoot Podcast/Blog shoot vertical and horizontal
8. Make Three-Act Structure Short Film. Duration: Not more than 5 minutes.

(This assignment requires you to script, storyboard, shoot and edit a short film that follows the three-act narrative arc. You don’t have to hit every point, but it becomes a fun challenge to show the basic elements of the hero’s journey from beginning to end.)

Reference:

1. Goswami, Thin Film Fundamentals, New age international publishers, 1996
2. Amy Villarejo, Film Studies: The Basics, Routledge, 2013
3. Michael K. Hughes, Digital Filmmaking for Beginners A Practical Guide to Video

Title of the Course: Mini Project based on Graphic Design.								
Year: II				**Semester: III**				
Course Type	**Course Code**	**Credit Distribution**		**Credits**	**Allotted Hours**	**Allotted Marks**		
		Theory	**Practical**			**CIE**	**ESE**	**Total**
FP/CEP (2)	**ANM-231-FP**	**00**	**02**	**02**	**30**	**15**	**35**	**50**

Course Objectives:-

- By the end of this course, students will be able to:
- Understand and analyze the visual identity and communication strategies of an existing brand.
- Identify shortcomings or outdated elements in brand design and formulate design problems.
- Apply design thinking and branding principles to reimagine and reposition a brand.
- Develop a cohesive visual identity system aligned with the brand's vision and target audience.
- Present branding solutions through professional documentation and mockups for client-facing or portfolio-ready output.

Course Outcomes:-

Student will be able to:-

- Analyze existing brand design elements and identify key areas for improvement.
- Conduct user/audience research and develop a design brief with clear problem definition.
- Generate and evaluate multiple design concepts through ideation and feedback.
- Redesign core branding elements (logo, typography, color palette, visual language).
- Create branded collateral (business cards, posters, packaging, digital media) using design tools.
- Document and present the entire redesign process using a case-study or professional brand book.

Course Content

Guidelines for Project:

Students have to select any existing outdated brand/Company or product and create a redesign of identity. At the end of the project students have to create a case study and create a profile on Behance to showcase their work.

At the end of the project students have to print their portfolio and showcase their work to the exam panel.

Student have to redesign followings:

- Analysis of the old brand.
- Research and concept boards.
- Logo design and brand style guide, font design, color etc..
- Collateral design (cards, letterhead, social media)
- Packages design for a product
- Mockups & final presentation
- Final redesign + comparison visuals.

Reference/Examples:

https://www.behance.net/gallery/67697161/Wacom-

rebrand?tracking_source=search_projects|portfolio+rebrand+redesign&l=8

https://www.behance.net/gallery/205885779/REBRAND-KITKAT?tracking_source=search_projects|portfolio+rebrand+redesign&l=11

https://www.behance.net/gallery/43759199/Uber-Rebrand-Visual-Identity-Framework?tracking_source=search_projects|portfolio+rebrand+redesign&l=23

Title of the Course: Design Thinking								
Year: II				**Semester: III**				
Course Type	**Course Code**	**Credit Distribution**		**Credits**	**Allotted Hours**	**Allotted Marks**		
		Theory	**Practical**			**CIE**	**ESE**	**Total**
Minor 2(T)	**ANM-241-MN**	**02**	**00**	**02**	**30**	**15**	**35**	**50**

Course Objectives:-

- Understand the core principles of Design Thinking and its relevance to the animation pipeline.
- Apply Design thinking and empathy to develop compelling characters, stories, and animation ideas.
- Transform abstract concepts into structured visual narratives through writing and design exercises.
- Analyze animation case studies to understand the real-world application of design processes in animated storytelling.

Course Outcomes:-

- Explain the principles of Design Thinking and their application in creative industries, particularly animation.
- Generate original animation ideas using observation, empathy, and ideation techniques like mind mapping and story circles.
- Develop characters and stories through structured writing and design exercises suited for various platforms (OTT, games, and films).
- Analyze case studies of animated films to understand the animation pipeline, including pre-production, storytelling, and emotional engagement

Course Content

Unit	Unit Name	Lectures
Unit 1	**Introduction to Design Thinking**	**4**
1.1 What is Design Thinking? 1.2 Why it matters in creative industries. 1.3 Visual literacy & observation skills.		
Unit 2	**Creative Thinking & Story Ideation**	**4**
2.1. Introduction to Design Thinking & the Animation Pipeline. 2.2. Sources of Ideas (Observation, Memory, Emotion, Culture, Trends) 2.3. Empathy: Understanding the Audience & Character Needs. 2.4. Explain the Basic Principles.		
Unit 3	**Design Thinking to Writing**	**5**
3.1. Types of Stories and Storytelling Techniques. 3.2. Writing Skills for Storytelling. 3.3. Fundamentals of Story. 3.4. Idea to Story Development. 3.5. Show reel of animation films and writing for animation		

Unit 4	**Character Ideation and Design**	**5**
4.1. Developing original animated characters from simple or abstract ideas.(understanding personality, visual design, and function) 4.2. Designing characters from core ideas (From characters to animation film stories) 4.3. Writing exercises for animated scripts. 4.4. Animation across platforms: OTT, games, films		
Unit 5	**Empathy – Observing & Listening Deeply**	**5**
5.1 Using empathy to generate authentic characters and scenarios. 5.2 Emotional mapping: How emotions shape stories. 5.3 Visual style exploration. 5.4 Building emotional intelligence and character depth.		
Unit 6	**Ideate – Generating Animation Concepts**	**4**
6.1 Creative brainstorming techniques: SCAMPER, Mind Mapping, Story Circles. 6.2 From idea to narrative: transforming abstract ideas into usable story concepts. 6.3 Story development in animation: conflict, character arcs, pacing		
Unit 7	**Case Studies**	**3**
7.1. Understanding case studies and practical application on various films Material and textures. 7.2. Case study on pre-production of films by Pixar. 7.3. Understanding the three step process of animation film making and making Case study on the same lifecycle of animation film making.		

Reference Books

- Creative Confidence: *Authors:* Tom Kelley & David Kelley
- Design Thinking: Understand – Improve – Apply: *Author:* Peter G. Rowe.
- Animated Storytelling: Simple Steps for Creating Animation and Motion Graphics Author: Liz Blazer

Title of the Course: 2D Animation (Animate)								
Year: II				**Semester: III**				
Course Type	**Course Code**	**Credit Distribution**		**Credits**	**Allotted Hours**	**Allotted Marks**		
		Theory	**Practical**			**CIE**	**ESE**	**Total**
Minor 2(P)	**ANM-242-MN**	**00**	**02**	**02**	**30**	**15**	**35**	**50**

Course Objectives:-

- Make the student familiar with the fundamental theories of different medium of 2D Animation Techniques
- Learning related hardware, software and other tools for animation techniques
- learn industry standard practices in applied creativity

Course Outcomes:-

Student will be able to:-

- Identify and apply the 12 Animation Principles through Digital Animation.
- Work on various software like 2d digital animation software.
- Demonstrate skills in the use of industry standard tools.
- Experience in working within a timetable and schedule.

Course Content

- Introduction to the Adobe Animate interface
- Introduction to drawing and drawing tools in Adobe Animate
- Shaping Objects – Overview of shapes, Drawing & Modifying Shapes
- Animation -Principles , Frame by frame animation, tweening, masks
- Bitmap Images & Sounds
- Building a Movie- Symbol, Libraries, Structure & Exporting Movie

Assignment list:

- Bouncing ball
- Bouncing ball with different type of ball
- Single Pendulum
- Double Pendulum
- Cartoon Character
- Character jump
- Arc animation - grass
- Walk cycle – male
- Walk cycle – female
- Run cycle – male
- Run cycle – female
- Character acting with dialog
- Character animation with 12 principles

Reference Book:

1. Adobe Animate Classroom in a Book- Russell Chun
2. Timing for Animation - Harold Whitaker
3. A Reader In Animation Studies-- Jayne Pilling

Links:

1. https://en.wikipedia.org/?title=2D_Animation&redirect=nohttp://www.colormatters.com/ color-and-design/basic-color-theory
2. https://en.wikipedia.org/wiki/Computer_animationhttp://www.usability.gov/what-and-why/visual-design.html
3. https://en.wikipedia.org/wiki/Character_animation

Title of the Course: Designing & Video Animation for Social Media								
Year: II				**Semester: III**				
Course Type	**Course Code**	**Credit Distribution**		**Credits**	**Allotted Hours**	**Allotted Marks**		
		Theory	**Practical**			**CIE**	**ESE**	**Total**
GE/OE 2(T)	**ANM-203 OE**	**02**	**00**	**02**	**30**	**15**	**35**	**50**

Course Objectives:-

- To introduce students to Design graphics, layouts, and animated visuals that align with brand identity and capture user attention.
- To provide and create optimized videos for various social media platforms, considering dimensions, duration, and algorithm preferences.
- To develop students' and learn basic to intermediate motion graphics techniques to animate text, objects, and transitions effectively.
- To Plan and structure content through storyboarding and scripting for impactful Video.

Course Outcomes:-

Student will be able to: -

- Students will be able to Create visually appealing static and animated graphics tailored for various platforms
- Students will Develop and edit short-form videos that align with current social media trends.
- Students will confidently use design and animation tools like Adobe after Effects, Premiere Pro, Photoshop and Illustrator.
- Students will apply motion graphics techniques such as kinetic typography, object transitions, and animated infographics, develop scripts, storyboards, and content calendars to strategically plan social media content.

Course Content

Unit	Unit Name	Lectures
Unit 1	**Introduction to Design & Animation**	**6**
1.1	What is Graphic Design?	
1.2	7 Elements of Design.	
1.3	Types of Animation.	
1.4	Motion Graphics.	
Unit 2	**Color Theory & Typography for Digital Media**	**6**
2.1	RGB vs. CMYK color modes.	
2.2	Color schemes and harmony.	
2.3	Typography (Grabs Attention, Enhances Readability, Brand Identity).	
2.4	Principles of Typography.	
2.5	Basic Elements of Typography.	
Unit 3	**Design Tools & Software Basics**	**6**
3.1	Introduction to Following Software	
3.2	Adobe Photoshop	
3.3	Adobe Illustrator	
3.4	Adobe After Effects	

3.5	Adobe Premiere Pro	
3.6	Understanding file types: PSD, PNG, JPEG, SVG, GIF, MOV.	
Unit 4	**Branding & Visual Identity Basics**	**6**
4.1	Logo design fundamentals.	
4.2	Choosing brand colors and typography.	
4.3	Creating a basic brand style guide.	
4.4	Designing branded assets (business cards, banners, stationery, etc.)	
Unit 5	**Social Media Design**	**6**
5.1	Strategy & Planning Branding.	
5.2	Design Preparation.	
5.3	Content Creation (Design Phase).	
5.4	Understand Social Media Image & Video Ratios by All Platform.	
5.5	Design / Animation / Motion Graphics.	
5.6	Copywriting & Text Integration.	
5.7	Export & Publish.	

Reference Books & Links

1. E-Books on Digital Marketing : https://www.7boats.com/academy/freeebooks/Dynamics_of_Digital_Media_PDF_Book
2. Adobe Photoshop : https://helpx.adobe.com/pdf/photoshop_reference.pdf
3. Adobe Illustrator : https://helpx.adobe.com/pdf/illustrator_reference.pdf
4. Adobe Premiere Pro : https://helpx.adobe.com/archive/en/premiere-pro/cc/2015/premiere_pro_reference.pdf

   Adobe After Effects : https://helpx.adobe.com/pdf/after_effects_reference.pdf

Title of the Course: Film Appreciation and Visual Communication								
Year: II				**Semester: III**				
Course Type	**Course Code**	**Credit Distribution**		**Credits**	**Allotted Hours**	**Allotted Marks**		
		Theory	**Practical**			**CIE**	**ESE**	**Total**
IKS 2(T)	**ANM308IKS**	**02**	**00**	**02**	**30**	**15**	**35**	**50**

Course Objectives:-

- Understand the fundamentals of visual language and cinematic storytelling.
- Analyze the techniques and aesthetics used in film and visual media.
- Appreciate cinema as a cultural, social, and political tool.

Course Outcomes:-

Student will be able to:-

- Explain the principles and techniques of visual communication.
- Identify and interpret film elements such as editing, and sound.
- Analyze and critique films from a cultural, historical, and theoretical perspective.
- Apply visual communication strategies in multimedia storytelling.
- Develop a basic portfolio of film analysis or short visual content creation.

Course Content

Unit 1	**Introduction to Visual Communication**	**2**

1.1 Definition, scope, and importance of visual communication.
1.2 Elements of visual design: Line, shape, color, texture, space, form.
1.3 Semiotics: Signs, symbols, codes.
1.4 Visual perception and psychology.
1.5 Mass media and visual culture.

Unit2	**Basics of Film Language and Techniques**	**4**

2.1. Cinematic language: Frame, shot, scene, sequence.
2.2. Scene: Lighting, costume, props, setting Moving the selected area.
2.3. Camera angles and movements
2.4. Editing techniques: Continuity, montage, jump cut.
2.5. Sound design and music in film

Unit3	**History and Evolution of Cinema**	**5**

3.1. Global history: Silent era, Golden Age of Hollywood, Italian Neorealism, French New Wave.
3.2. Indian cinema: Evolution from Dadasaheb Phalke to contemporary cinema.
3.3. Evolution of genres: Documentary, fiction, experimental
3.4. Introduction to world cinema and auteurs.

Unit 4	**Film Analysis and Criticism**	**6**

4.1. Narrative structures: Linear, non-linear, circular
4.2. Film theories: Auteur theory, Feminist film theory, Psychoanalysis, Marxist film theory.
4.3. Themes and motifs in cinema
4.4. Case studies: Selected classic and contemporary films
4.5. Writing a critical film review

Unit 5	Applications of Visual Communication	4

5.1 Visual storytelling in advertising, journalism, and digital media
5.2 Storyboarding and scripting for visual media
5.3 Role of visual communication in social and political campaigns
5.4 Short film or video project: Concept to execution
5.5 Ethics in visual representation

Reference Books:

- "Understanding Movies" by Louis Giannetti
- "Film Art: An Introduction" by David Bordwell & Kristin Thompson
- "Visual Communication: Images with Messages" by Paul Martin Lester
- "How to Read a Film" by James Monaco
- "The Visual Story" by Bruce Block

Online Resources:

- British Film Institute (BFI)
- Cineuropa – European cinema
- IMDb – Film reviews and analysis
- Khan Academy – Art and Film
- [YouTube channels]:
- Every Frame a Painting – https://www.youtube.com/user/everyframeapainting
- Nerdwriter1, Lessons from the Screenplay

SEMESTER IV

B Sc Animation

Title of the Course: Advance 3D Animation - I (Maya)								
Year: II				**Semester: IV**				
Course Type	**Course Code**	**Credit Distribution**		**Credits**	**Allotted Hours**	**Allotted Marks**		
		Theory	**Practical**			**CIE**	**ESE**	**Total**
Major Core 4(T)	**ANM-251-MJ**	**04**	**00**	**04**	**60**	**30**	**70**	**100**

Course Objectives:-

- Master Maya Interface: Navigate Viewport, Shelves, and key panels efficiently.
- 3D Modeling Basics: Learn polygon/NURBS modeling, UV mapping, and texturing.
- Lighting & Rendering: Use Maya lights and Arnold for quality renders.
- 3D Asset Creation: Build environments, characters, and props for animation.
- Portfolio Development: Produce a professional showreel showcasing key skills.

Course Outcomes:-

- Students will be proficient in navigating Maya's interface and efficiently organizing projects.
- Students will be skilled in modeling complex 3D objects using polygonal and NURBS techniques.
- Students will master UV mapping, texturing, and applying Arnold shaders for realistic model appearances.
- Students will create effective lighting setups and animate cameras to produce dynamic scenes.
- Students will develop a polished 3D showreel showcasing their modeling, texturing, and animation skills.

Course Content

Unit	Unit Name	Lectures
Unit 1	**Introduction to Autodesk Maya**	**5**

1.1 Maya Viewport and Menu bar
1.2 Maya Shelfs, Command panel,
1.3 Maya Attribute editor, Channel Box/ Layer editor
1.4 Workspace, Outliner, Animation Timeline, Tool editor
1.5 Introduction to Hypershade interface, Basic render concept
1.6 Creating Maya Projects, Creating a New Project, Editing and Changing Projects

Unit	Unit Name	Lectures
Unit 2	**Polygonal & NURBS Modeling Fundamentals**	**12**

2.1 Understanding Polygon Geometry, Standard primitives and extended primitives, Transform tools (move, rotate, scale), Smooth polygons.
2.2 Using Extrude, Booleans, Insert Edge loop tool, Multi-cut tool, Merge Geometry, Bridge Polygons, Mirror tool, Bevel, Symmetry, Grouping and Combining.
2.3 Drawing and editing NURBS curves
2.4 Creating surfaces via revolve, loft, planar, extrude, Converting NURBS to polygons for rendering

Unit 3	Texturing Basics & UV Mapping	10
3.1 Introduction to texturing and standard shaders 3.2 Arnold Shaders, Different types of Arnold shaders e.g., AI standard, Ambient occlusion, AI Mix, AI Wireframe etc. 3.3 UV mapping and its types. Using the UV Editor 3.4 Texture maps and Types.		
Unit 4	**Lighting & Rendering**	**10**
4.1 Overview of Maya light types 4.2 Arnold Lights and their Attributes, Arnold Light -Area Light, Sky Dome light, Mesh Light, Photometric light, etc. Basic three-point lighting setup, HDRI lighting Setup 4.3 Standard Maya Rendering, Arnold Renderer in Maya, Render settings, Resolution gate, samplings and file formats. 4.4 Batch/sequence rendering basics		
Unit 5	**Fundamentals of 3D Animation & Camera**	**8**
5.1 Timeline, keyframes, and the curve editor 5.2 Creating and controlling cameras, Animating cameras along paths 5.3 Object animation (position, rotation, scale)		
Unit 6	**Advance 3D Visualization**	**10**
6.1 Interior & Exterior Design, Blue print, Walkthrough. 6.2 Terrain Sculpting, Village/Town Visualization 6.3 Basic Automobile Modeling 6.4 Cartoonistic Character using Box Modeling, Reference image plane setup, Character Texturing, Props modeling		
Unit 7	**Final Project and Portfolio Development**	**5**
7.1 Project planning and pre-production 7.2 Execution of a 3D Showreel.		
Reference books: 1. "Introducing Autodesk Maya 2023" by Dariush Derakhshani " 2. "Autodesk Maya 2023 Basics Guide" by Kelly L. Murdock		

Title of the Course: Lab Course on ANM-251-MJ								
Year: II				Semester: IV				
Course Type	Course Code	Credit Distribution		Credits	Allotted Hours	Allotted Marks		
		Theory	Practical			CIE	ESE	Total
Major core 2(P)	ANM-252-MJ	00	02	02	30	15	35	50

Course Objectives:-

- Master Maya Interface: Understand Maya's interface, including the Viewport, Shelfs, and essential panels for efficient 3D work.
- Fundamentals of 3D Modeling: Learn polygonal and NURBS modeling techniques, UV mapping, and basic texturing with Arnold shaders.
- Lighting and Rendering Skills: Grasp Maya's lighting system, including basic setups and Arnold rendering for optimized outputs.
- 3D Asset Creation: Develop skills in modeling environments, characters, and props for visualizations and animations.
- Portfolio Development: Create a professional 3D showreel showcasing modeling, animation, and rendering skills.

Course Outcomes:-

- Students will be proficient in navigating Maya's interface and efficiently organizing projects.
- Students will be skilled in modeling complex 3D objects using polygonal and NURBS techniques.
- Students will master UV mapping, texturing, and applying Arnold shaders for realistic model appearances.
- Students will create effective lighting setups and animate cameras to produce dynamic scenes

Course Content

1. Create a desktop computer setup using polygon primitives, use all the essential poly-modeling tools to create Monitor, CPU, keyboard, mouse, table-chair setup, printer, etc.

2. Create 3D Objects: All Essential Furniture, Household Appliances, etc. Apply Textures and various materials. Create a new project and set up file paths in Maya for every model.

3. Create an Interior scene: using blue prints for Living, Kitchen and Bedroom with all furniture and appliance, apply textures with Various Arnold Shaders. Also use different types of Arnold Lights. Render the Interior scenes with Arnold render setup.

4. Create an Exterior scene: using Arnold Shaders, UV unwrapping, using proper plans, built a 4-storey building/Bungalow, create proper environment, Use vegetations from content browser, Compound walls and gates, fencing, Add Vehicles and humans if required. Also use different types of Arnold Lights with HDRI light (Background). Render the scenes with Arnold/standard render setup.

5. Create a 3D Village using plane as terrain, Add huts/buildings/houses, Trees, ponds/river, other theme essentials, etc. use Physical sun-sky light and get realistic images as outputs.

6. Create a Basic 3D Concept Vehicle with interior, Wheels and front, rear Lights. Texture the Vehicle with Car Paint in Arnold Shaders. Render the scene in Arnold, use proper

lights for Head Light and Tail light, use volumetric light and fog effect to render a night scene

7. Create Low-poly cartoon character using poly-modeling, add Material/texture and get realistic render output using Arnold.

8. Create a Modern weapon using reference images, add details texture with bump maps and get realistic render output using Arnold.

9. Create an animation video using animation principles in maya by adding keyframes and manipulating timeline. (bouncing ball/ Clock – pendulum/ etc)

10. Create an Architectural Walkthrough of Interior, Exterior and village scene in Video Format using batch/sequence rendering.

11. Create a 3D Showreel of all Above assignments, add subtitles and music according to the theme. Duration (Minimum 30 second – Maximum 2 min)

Student must present Journal of all the given Assignments with color visuals at the end of the Semester.

Student must upload their work on Artstation or similar platform the end of the Semester.

Title of the Course: Mini Project based on Graphic Design								
Year: II				**Semester: IV**				
Course Type	**Course Code**	**Credit Distribution**		**Credits**	**Allotted Hours**	**Allotted Marks**		
		Theory	**Practical**			**CIE**	**ESE**	**Total**
VSC 2 (P)	**ANM-271-VSC**	**00**	**02**	**02**	**30**	**15**	**35**	**50**

Course Objectives: -

- Equip students to build complete brand identity systems professionally.
- Develop creativity, visual communication, and practical design skills.
- Introduce industry practices in branding, packaging, and advertising.
- Guide students to compile a professional, portfolio-ready project.

Course Outcomes:-

- Design a logo and visual identity system for a fictional brand, incorporating typography, color, and mockups.
- Create brand assets for digital platforms, including social media templates and content grids.
- Design advertising, packaging, and infographic materials that reflect brand strategy and visual consistency.
- Present design projects in a structured portfolio with proper documentation, mockups, and visual storytelling.

Course Content

Portfolio Assignments for Graphic Design / Branding

Student have to select any fictional company/startup and create a brand identity for the same.

Logo Design Project

Logo design for a brand, event, or fictional company

Include:

- sketches,
- ideation,
- final logo,
- usage mockups (stationery, signage, digital)

Brand Identity System

Visual identity for a company or campaign

Include:

- Logo (primary + secondary)
- Typography + color palette
- Stationery (business card, letterhead, envelope)
- Brand guidelines (basic style guide)
- Mockups (apparel, packaging, signage)

Social Media Branding

Design a campaign or content strategy for Instagram/Facebook

Include:

- Post templates (carousel, story, highlights)
- Cover photo/banner
- Social media grid mockup

Poster / Advertisement Design

Design for events, festivals, causes, or brands

Include:

- Concept brief
- Final poster (digital + print-ready)
- Different layout sizes (A4, Instagram square, etc.)

Packaging Design

Label and box design for a product (e.g., tea, soap, cosmetics)

Include:

- Logo and label
- Packaging dieline mockups
- 3D rendered mockups or photos

Typography Exploration,

Poster or composition using only typography

Include:

- Type hierarchy
- Experimental letterforms
- Grids and spacing analysis

Infographic Design

Visually represent data on a topic (e.g., animation history, color psychology)

Include:

- Layout process
- Use of icons and hierarchy
- Responsive version (for mobile vs. desktop)

Case Study or Process Documentation

For at least 1–2 projects, students should document:

- The brief
- Research & personas
- Concept sketches
- Design iterations
- Feedback and refinement
- Final outcome
- Reflection/learning

Use mockups to present designs professionally.

Organize portfolio by project types or industries (branding, social media, packaging).

Consider creating Behance profile.

Title of the Course: Documentary on Community Engagement and Service

Year: II | **Semester: IV**

CourseType	Course Code	Credit Distribution		Credits	Allotted Hours	Allotted Marks		
		Theory	Practical			CIE	ESE	Total
FP/CEP (2)	ANM-281-CEP	00	02	02	30	15	35	50

Course Objectives:-

- To introduce the fundamental principles of storytelling, scripting, and cinematic structure, equipping students with the tools to craft compelling narratives for both fiction and non-fiction formats.
- To provide practical, hands-on experience in the complete filmmaking process, including planning, shooting, and editing short narrative and documentary films.
- To develop visual communication skills by applying key cinematic techniques such as composition, continuity, framing, and pacing to effectively convey ideas.
- To Foster both individual creativity and collaborative teamwork through real-world, media-based assignments that simulate professional production environments.

Course Outcomes:-

Student will be able to:-

- Write and structure a basic screenplay, synopsis, and production schedule suitable for short film or documentary projects.
- Plan, shoot, and edit short scenes, dialogues, and photo stories by effectively applying cinematic grammar and visual storytelling techniques.
- Produce a short documentary or biographical film using a combination of interviews, research, and original footage.
- Conceptualize and complete a short narrative film that follows the three-act structure, demonstrating both creative storytelling and technical filmmaking skills.

Course Content

Introduction:

What is the documentary Film?

Why you chose this topic/community, The goals of your documentary.

Brief overview of your filmmaking process.

Research and Topic Justification:

The background of the community issue or service.

Any data or interviews you used for research.

Why this topic is important for public awareness.

Pre-Production Process:

How you planned the project.

Your script/treatment and storyboard (attach them in the appendix if needed)

How you selected interviewees and locations.

Challenges in organizing logistics.

Production (Filming Process)

What equipment you used (camera, mic, tripod, etc.)

How you conducted interviews and shot b-roll.

Observations made while filming in the field.

Any challenges (technical or human) you faced.

Post-Production:

How you edited the footage (software used, rough to final cut).

How you structured your story.

Use of music, narration, subtitles, or graphics.

Assignments

Assignment: Short Documentary Film (Duration: 10 Minutes) Group project 2/3

For this assignment, students are required to produce a short documentary on a topic of their choice. The subject may be academic in nature, focus on a personal interest or hobby, or highlight an individual's story. Students must conduct research, capture original footage, and include at least one interview as part of the documentary. The final film should effectively convey the chosen topic using basic storytelling and filmmaking techniques.

OR

Assignment: Biographical Film (Duration: 10 Minutes)

In this project, students will create a biographical documentary focusing on another person. You are expected to interview your subject and explore their personal history to uncover a meaningful story worth sharing. Learn about their life journey, values, and key moments, and aim to present a compelling narrative. In addition to interviewing the student, you are encouraged to interview family members and friends to gain deeper insight and multiple perspectives.

Title of the Course: Video Editing (Premiere)								
Year: II					**Semester: IV**			
Course Type	**Course Code**	**Credit Distribution**		**Credits**	**Allotted Hours**	**Allotted Marks**		
		Theory	**Practical**			**CIE**	**ESE**	**Total**
Minor 2(T)	**ANM-291-MN**	**02**	**00**	**02**	**30**	**15**	**35**	**50**

Course Objectives:-

- Explore global and national history and pioneers of animation.
- Learn animation terms, fields, tools, software, and hardware.
- Apply animation principles, audio, anatomy, and layout design.
- Develop storyboards and visual art for better storytelling.
- Analyze classic animation films for style, technique, and inspiration.

Course Outcomes:-

- Understand history, techniques, and core principles of animation.
- Use 2D/3D software and tools for animation production.
- Apply animation principles to characters, environments, and storyboards.
- Integrate art, design, and storytelling in animation projects.
- Analyze animation films to build critical and analytical skills.
- Prepare for careers or further studies in animation fields.

Course Content

Unit	Unit Name	Lectures
Unit 1	**Introduction to Digital Editing**	**2**
1.1 History and Evolution of Editing, 1.2 Principal of Video Editing, 1.3 Liner & Nonlinear Editing Aesthetics of Editing		
Unit 2	**Techniques of editing**	**5**
2.1. Cut on Action 2.2. Cut Away 2.3. Continuity match 2.4. Match cut 2.5. Pace and Rhythm		
Unit 3	**Intro to Premiere Pro**	**5**
3.1. Premiere Pro interface and basic setup. 3.2. Overview of Premiere Pro and its applications 3.3. Interface tour: Workspace, Timeline, 3.4. Source Monitor, and Program Monitor 3.5. Setting up a new project: Sequence 3.6. settings and file organization 3.7. Importing media: Video, audio, and graphics 3.8. Keyboard shortcuts for efficient editing 3.9. Practical: Create a new project and import media files.		
Unit 4	**Basic Video Editing Techniques**	**3**

4.1.	Objective: Learn essential tools and	
4.2.	Techniques for video editing.	
4.3.	Adding clips to the timeline and trimming	
4.4.	Working with the Razor tool for cutting clips	
4.5.	Using the Ripple Edit and Rolling Edit tools	
4.6.	Understanding the timeline: Tracks, markers and snapping	
4.7.	Adjusting clip speed: Slow motion and fast motion	
Unit 5	**Audio Editing**	**2**
5.1	Importing and editing audio files	
5.2	Adjusting audio levels and keyframes	
5.3	Applying audio effects and transitions	
5.4	Using the Essential Sound	
5.5	panel for audio cleanup	
5.6	Syncing audio and video	
Unit 6	**Transitions and Effects**	**3**
6.1	Objective: Enhance videos	
6.2	Transitions and effects.	
6.3	Applying video transitions: Cut,	
6.4	dissolve, and wipe	
6.5	Using the Effects panel: Blur,	
6.6	color effects, and distortions	
6.7	Keyframing for animation effects	
6.8	Adding and adjusting motion:	
6.9	Position, scale, and rotation	
6.10	Introduction to nested sequences	
6.11	Practical: Apply transitions and	
6.12	Effects to a video sequence.	
Unit 7	**Color Correction**	**5**
7.1.	Understanding Lumetri Color panel	
7.2.	Adjusting exposure, contrast, and saturation	
7.3.	Using color wheels and curves for grading	
7.4.	Creating and applying LUTs (Look-Up Tables)	
7.5.	Matching colors between clips	
Unit 8	**Titles, Graphics**	**5**
8.1	Adding and customizing text with	
8.2	the Essential Graphics panel	
8.3	Creating lower thirds and animated titles	
8.4	Adding captions or subtitles	
8.5	Export settings: File formats	
8.6	Presets (H.264, 4K, etc.)	
8.7	Rendering and exporting the final video	
8.8	Media Encoder	

Reference books:

1. Premiere Pro CS6 Digital Classroom. Author: Jerron Smith, AGI Creative Team.

Title of the Course: Lab Course on ANM-291-MN								
Year: II				**Semester: IV**				
Course Type	**Course Code**	**Credit Distribution**		**Credits**	**Allotted Hours**	**Allotted Marks**		
		Theory	**Practical**			**CIE**	**ESE**	**Total**
Minor 2(P)	**ANM-292-MN**	**00**	**02**	**02**	**30**	**15**	**35**	**50**

Course Objectives:-

- Introduce Premiere Pro tools, interface, and basic workflow.
- Build skills in trimming, transitions, audio, and color correction.
- Train students to edit short films, promos, and interviews.
- Enable export of videos for web, social, and broadcast platforms.

Course Outcomes:-

Student will be able to:-

- Navigate Premiere Pro and organize timelines and media assets.
- Edit raw footage using cuts, transitions, and audio effects.
- Apply color correction, audio balance, and text enhancements.
- Export videos in correct formats for various digital platforms.

Assignments

Create a 3 shot story and edit it.
Create a 9 shot story and edit it.
Create a trailer of an existing movie. See to it that is different from the original trailer of the movie.
Create a music video using any Audio song and video footage belonging to another movie or video. Create meaningful content
Create a meaningful video using an Audio song and suitable images (Use transitions, effects etc.)
Synchronize and animate the lyrics of any song within the limits of premiere pro (using transitions, video effects and title options)
Take any movie. Recognize and submit the individual clips of following examples: Jump cut Hard cut Match cut Cutting on action Cut away
Shoot your own 1-minute film with a proper script. (edit on premiere pro, add titles and credits as well)
Create hard subtitles for 1minute footage of any film.
Create an informative video of 5 minutes using videos, images text etc. on any topic.

Title of the Course: Explainer Video Animation & Designing for Social Media								
Year: II				**Semester: IV**				
Course Type	**Course Code**	**Credit Distribution**		**Credits**	**Allotted Hours**	**Allotted Marks**		
		Theory	**Practical**			**CIE**	**ESE**	**Total**
GE/OE 2(P)	**ANM-253-OE**	**00**	**02**	**02**	**30**	**15**	**35**	**50**

Course Objectives:-

- Introduction to Explainer Videos & Social Media Trends
- Scripting & Storyboarding
- Image Design for Animation
- Animation Basics in Video Scribe
- Campaign Creation

Course Outcomes:-

Student will be able to:-

- Conceptualize and Script Explainer Videos
- Design Custom Visual Assets
- Animate Using Industry-Standard Tools
- Integrate Audio and Voiceovers
- Apply Branding and Marketing Elements

Assignments

1. Develop engaging scripts for short-form storytelling tailored to social media platforms.

2. Translate scripts into clear and communicative visual storyboards to plan animations

(Defining target audience and goal, Basics of storyboarding, Visual storytelling)

3 Analyze 3 top-performing social media explainer videos

4. Platform requirements: Instagram, YouTube, Facebook, LinkedIn.

5. Design full asset pack for one storyboard.

(Designing assets in Adobe Illustrator or Canva, Style frames and branding consistency, Layouts for square (1:1), portrait (9:16), and landscape (16:9), Text hierarchy, fonts, and color theory)

6. Animate your storyboard as a 30-second explainer video. Using VideoScribe

(Layers, key frames, easing, parenting, Motion graphics principles, Transitions and dynamic movement, Export settings for different platforms, Adding subtitles)

7. Audio & Voice Integration

(Record, edit, and sync voiceovers and background music to enhance storytelling impact)

8. Apply Branding and Marketing Elements

(Incorporate brand elements like logos, color palettes, and call-to-action overlays effectively in animation)

9. Build a Professional Content Portfolio

Title of the Course: Stop Motion Techniques

Year: II				Semester: IV				
Course Type	Course Code	Credit Distribution		Credits	Allotted Hours	Allotted Marks		
		Theory	Practical			CIE	ESE	Total
SEC 2(T/P)	ANM-254-SEC	00	02	02	30	15	35	50

Course Objectives:-

- Understand the fundamentals and core principles of stop-motion animation.
- Learn to design characters, sets, and create a functional stop-motion studio setup.
- Plan character movement, timing, and explore mixed-media stop-motion techniques.
- Apply post-production skills including editing, adding final touches, and rendering.

Course Outcomes:-

Student will be able to:-

- Understand the history, evolution, and core techniques of stop-motion animation.
- Plan and storyboard stop-motion projects with a focus on pre-production and visual consistency.
- Create and edit animations using lighting, mixed media, and appropriate software tools.
- Produce and showcase a complete stop-motion animation demonstrating creativity and technical skills.

Assignments

1. Explore the history, principles, and various forms of stop motion (Claymation, cut-out, puppet, object animation, etc.).
2. Principles of Stop Motion Animation.

The 12 principles of animation applied to stop motion(Understanding key poses, in-betweens, and how to achieve smooth animation)

3. Setting up a stop-motion animation set (lighting, cameras, stage design)
4. Designing stop-motion characters

(Puppets, clay figures, armatures) Building miniature sets and environments. Tools and materials for creating stop-motion puppets (e.g., armature wire, clay, fabric)

5. Introduction to Claymation

(using Clay figures and materials) Techniques for animating clay figures with smooth movements and morphing, texture maintenance, and continuity

6. Cut-Out Animation

For this assignment Cut-Out animation techniques (animating in animate objects, everyday items) cut-out animation (using flat images or paper cut-outs) Creating depth and movement in object animation and cut-out animation.

7. Animate with Precision and Consistency

(Apply frame-by-frame techniques, timing, spacing, and character movement to produce fluid and expressive animation)

8. Stop Motion Animation –Sound and Post-Production Editing

(Sync audio, add sound effects, and Editing stop-motion footage (timing adjustments, frame-by-frame corrections) Color grading and compositing

9. Final Project: Complete Stop Motion Animation

Complete a final project showcasing individual creativity, technical proficiency, and storytelling ability.

Reference Book:

1. Stop Motion CRAFT SKILLS FOR MODEL ANIMATION.
2. The Klutz Book of Animation by John Cassidy and Nicholas Berger.
3. Stop Motion Animation: A Complete Step-by-Step Guide.