Diploma in Computer Animation (one year)

Program Outcomes

- To provide thorough understanding of nature, scope and application of computer and computer fundamentals for Animation.
- To develop interdisciplinary approach among the students.

Program Specific Outcomes

After the completion of the course, the student is able to

- To pursue further studies in the field of Computers Science and Animation, Website designing and can opt for an Analyst, Researcher, and Multimedia Content Writer etc.
- To pursue the career in corporate sector, can opt for BCA, BSc.IT, B.Design Multimedia and website designing etc.
- Top recruiting positions can be as an Educator in college or a school, media company, film industry, Content writing companies, Social media marketing and website designing companies.
- To work in public sector undertakings and government organizations.

Course objectives and outcomes

Diploma in Computer Animation Sem –I

Subject: Computer Fundamentals for Animation
Subject Code: Paper -I
Periods per week: 5
Duration of Period: 45 minutes

Course objectives

- To introduce students to the fundamental basics of Computer and its operating system,
- To familiarize them with hardware, software, input and output devices.
- To make the well acquainted with types of graphic cards, open GL and hardware devices.
- To enable the students to write an email.
- To enable the students to create text documents with proper formatting and indentation.
- To make the students understand the concept of Slides from the very scratch.

Course outcomes

- In depth understanding of computer and its components
- Ability to browse the internet using web browsers**.**
- Ability to create text documents and Slides using MS-word and MS-PowerPoint software application
- Skill to insert table, header and footer in a MS-Word document.
- Skill to insert audio and video in an MS-PowerPoint presentation.

Subject: Principles of Animation
Subject Code: Paper -II
Periods per week: 5
Duration of Period: 45 minutes

Course objectives
- To introduce students to the concept of Animation and its types.
- To familiarize them with history of Animation and its tools.
- To enhance the visual and creative development of the students.
- To familiarize students with the principles of Animation used today.
- To explain the process of animation cells , colour reference drawings ,model sheets ,in-betweens and storyboarding
- To make the students understand the concept of observation with minute details.

Course outcomes

- A complete understanding of various types of animation and its applications
- Skill to create keyframes in an animation
- Ability to make a storyboard using online storyboard generators.
- Skill to create a character from a reference
- Ability to create and understand the utility of various facial gestures and expressions.

Subject: Lab-I: Lab Based on Animation and Color
Subject Code: Paper -III
Practical periods per week: 5
Duration of Period: 45 minutes

Course objectives

- To impart the knowledge of rapid sketching and drawing
- To make the students understand human anatomy and body language
- To give an in-depth knowledge of primary colors, secondary colors and various color schemes.
- To understand the concept of creating a character for animation.

Course outcomes

- Skill to create a character for Animation
- Understanding of various types of colours and its colour schemes.
- Skill to draw various human poses.
- Skill to create rapid sketching in the form of a landscape, furniture item, logo, etc.

Subject: Lab-II: Lab Based on Photoshop and Office Automation
Subject Code: Paper -IV
Practical periods per week: 5
Duration of Period: 45 minutes

Course objectives

- Practical implementation of Photoshop and its tools.
- Operational knowledge of MS-word and Ms-Powerpoint.

Course outcomes

- Skill to do retouching on the images using Photoshop tools.
- Ability to create a brochure, catalog and a pamphlet in Photoshop.
- Develop compositing skills in image editing software.
- An in –depth knowledge of the MS-powerpoint software application along with multimedia techniques.
- A complete understanding of the word-processor application.

Diploma in Computer Animation Sem –II

Subject: Multimedia Technologies
Subject Code: Paper -I
Periods per week: 5
Duration of Period: 45 minutes

Course objectives
- To introduce students to the concept of Multimedia and its design process.
- To familiarize them with morphing, file formats, types of images.
- To make the well acquainted with Color modes and color models.
- To enable the students to understand image processing and its steps.
- To familiarize the students with the concept of Sound and its characteristics.
- To make the students understand the principle and working of Scanner and digital cameras.
- To introduce them with color fundamentals in terms of additive and subtractive color mixing.
- To acquaint them with the working of Liquid crystal Display (LCD) and Plasma Display Panel (PDP).
- To introduce them to the concept of compression and various compression techniques.
- To make them understand the design paradigms and concept behind video creation and authoring.

Course outcomes

- Ability to assemble and export a video using Adobe premiere pro.
- Skill to do image editing like retouching, collage, masking, compressing and other filters.
- Ability to author a video using Adobe applications.
- A complete understanding of working of Scanner and digital camera and the formats used.
- An in –depth knowledge and utility of compression technique used in audio, image and video formats.

Subject: 2D Animation & Storyboard Pro
Subject Code: Paper -II
Periods per week: 5
Duration of Period: 45 minutes

Course objectives

- To provide them all the knowledge needed to create a Perspective and background design.
- To give them knowledge about various camera movement and camera angles.
- To introduce them to the Storyboard Pro software.
- To make the work with 2 D drawing tools.
- To explain them the concept of Layers and frames.
- To introduce them with various concepts used in Animation like lip synchronization, voice over, expressions, exposure to theatre and web delivery.

Course outcomes

- Skill to create a storyboard using traditional method as well as modern techniques.
- Abilty to create an animated character.
- Ability to create an animated presentation, advertisement and portfolio.

Subject: Lab-I: Lab Based on Corel Draw
Subject Code: Paper -III
Practical Periods per week: 5
Duration of Period: 45 minutes

Course objectives
- To introduce students to the concept of opening and closing files in CorelDraw.
- To familiarize them with creating and manipulating text, selecting and transforming objects.
- To make the well acquainted with Layers manager as well as Objects manager.
- To enable the students to understand the concept of enveloping and perspective.
- To familiarize the students with the process of extruding an object.
- To make the students understand the principle of transparency and powerclip.
- To introduce them with color management, page setup and exporting a .cdr document.
- To acquaint them with the process of printing a .cdr file.

Course outcomes
- Ability to create a brochure in CorelDraw software.
- Ability to design an ad and a pamphlet using color management skills.
- Skill to design a poster from the very scratch.

Subject: Lab-II: Lab Based on Flash
Subject Code: Paper -IV
Practical Periods per week: 5
Duration of Period: 45 minutes

- To introduce students to the windows and panels in Flash software.
- To familiarize them with color, text and toolbox.
- To make the well acquainted with event handlers and actions.
- To enable the students to understand the concept of 2D animation.
- To familiarize the students with the process of embedding a video.

Course outcomes
- Ability to create a character animation in Flash software.
- Ability to design a quick website in Flash.
- Skill to create a 2d composition with animated background with sound.