

Tilak Maharashtra Vidyapeeth, Pune

BFA –Digital Art –Animation

Program Outcome of BFA –Digital Art –Animation

- **Understandings:** To understand the logical extension of 2D and 3D animation;
- **Technical Knowledge:** To demonstrate use of different Animation tools and digital Animation techniques;
- **Performance:** To perform and to get well versed in the digital tools like Flash, Photoshop, Illustrator, CorelDraw, Maya, 3Ds Max, Z Brush etc. to compete the contemporary era in terms of Graphics and Multimedia as well as Digital Animation;
- **Skill:** To develop the Creative and conceptual thinking processes in term of to respond the creative design development, technical (Software handling) skills;
- **Self-motivation:** To Develop entrepreneurial capabilities Adhere to ethical standards and practices in contemporary digital animation industry;

Programme Educational Objectives

- To familiarize approaches, methods and techniques of Animation Technology in terms of Use in Digital Platform;
- To develop a Confidence and User friendly behavior with understanding of traditional & digital tools to produce the stills and moving images;
- To enable to manage Animation Projects from Script to Screen involving all production stages and understands the technical as well as creative aspects involved;
- To understand and portray the laws of human motion and psychology to use and apply in 2-D or 3-D character animation;

Course Outcome:

FIRST YEAR

Semester I

Fundamental of Sketching (PR)

- Students will understand different types of lines and their applications to express certain meaning. Students will understand different shapes and forms.
- Students will understand basic texturing.
- Students will learn to do time sketches.
- Students will be able to visualize and imagine various incidents.

Graphics-1 (PR)

- To understand orthographic and isometric projections
- To understand perspective.
- To understand basic lettering
- To develop graphic skills in students to express their ideas and concepts through free hand sketching

History of Art (TH)

- Students will acquire deep understanding of beginning of art in Indian Context
- Students will develop aesthetic view and come to know various mediums of art expressions.
- Students will understand importance of art and cultural heritage of India.

Introduction to Digital Art (PR)

- Basics of computers and operating system
- Knowledge of graphic software
- Understanding Photoshop

Colour (PR)

- Understand Color Theory from Artist's Point of View
- Learn Origins of Colors and the Physical theory related to it.
- Application of Colors in Traditional as well as in Digital Media

Aesthetics - 1

- To help students discover new ways of looking at, listening to, moving in and speaking of their everyday experiences
- To develop aesthetic awareness.
- Students will understand the value of art.

Semester II

Composition (PR)

- Students will understand Space Division.
- Students will know how to select forms, shapes for compositions

- Students will understand principals of compositions
- Students will learn composition with different mediums.

Design, Advertising (PR)

- To use skills learn in compositions to make commercial products such as Visiting card, Poster design, Furniture design
- How to design everyday objects with certain amount of novelty and creativity

History of Advertising (TH)

- Students will acquire deep understanding in advertising.

Graphics-2 (PR)

- To develop graphic skills in students to express their ideas and concepts through free hand sketching and computer software.

Illustration (PR)

- Illustrator is a vector graphics creation software
- for print media and web, allowing the user to produce
- World Class Illustrations with 16.7 million colors.
- Creative tools for Print Media Output, Sophisticated Web Graphic Tools and computer software.

Basic Photography

- Student will learn Basic Photography techniques

SECOND YEAR

Semester III

Anatomy (PR)

- Students have to aware of importance of human and animal anatomy in drawing, painting as well as in animation.
- How to draw real life characters using thorough knowledge of anatomy.

Character Construction (PR)

- Student will creatively draw characters, (Human, Animal And alien)
- Student will develop the character in terms of pictorial representation and expressions

Animation Techniques (PR)

- Student will understand animation principles.
- Student will learn basic production techniques of animation movie making.
- Student will be able to analyze cinema and animated films on the basis of animation.

History of Animation

- Students will acquire the knowledge of the history of animation
- Students will be able to analyze the different techniques of animation

- Students will come across the different processes of pre-production to post production of animation
- Students will be able to know various applications of animation.

Flash Web designing

- Students will know the contents of website designing
- Students will understand the processes in web designing
- Students will be able to design websites

Aesthetics – 2 (TH)

- Students will discover new ways of looking at, listening to, moving in and speaking of their everyday experiences
- Students will develop aesthetic awareness.

UI Design (PR)

- Students will understand mobile applications
- Students will learn to create mobile apps
- Students will learn to design mobile apps

Semester IV

Character Movements

- Basic understanding of principles of character movement such as walk cycle.
- Understanding of physics behind these motions
- Student will understand character animation.
- Student will understand animal animation.

Background Design

- Realistic, creative and Cartoonic background for 2D animation
- Student will create the realistic background.
- Student will create the cartoonic background.
- Student will create the realistic background.
- Student will learn the color scheme.

Flash Animation

- Adobe Flash software for digital 2D Animation
- Students will know the contents of website designing
- Students will create the Character in this software.
- Students will create the creative backgrounds.
- Students will create the creative designs in this software.

Research Methodology, 2D Based Project

- This will help them to understand all the expect of 2D animation film making.
- Students can Differentiate between qualities and quantities research approaches

- Students will learn Outline different types of Research design.
- Students will Learn different Fact Finding Techniques.

Environmental Study

- To understand the ecosystems and importance of biodiversity
- To understand the environmental problems in India
- To create awareness about environmental issues so that they can be a responsible citizen of India

In design

- **Students will Successfully Manage and Transform Objects in Adobe In Design**
- **Students will learn how to design the palpate designs.**
- **Students will learn the advertising designs.**

English Advance

- **To learn presentation skills and reading skills**
- Student will understand basic grammar in English language
- Students can write specified content in accurate English
- Development and improvement in pronunciations
- Students can listen specific content in order to learn
- Improvement in vocabulary for effective communication.

THIRD YEAR

Semester V

Oratory Skills-1

- To learn presentation skills and reading skills

Modeling

- To learn A 3D Modeling Using Autodesk Maya Software

Texturing

- 3D Texturing Using Autodesk Maya Software
- Students can create the 3D character modeling in Maya.
- Students can create the background modeling.
- Students can create the 3D assets for animation films and visual effects fil

Lighting and Rendering (PR)

- 3D Lighting And Rendering Using Autodesk Maya Software
- Students will learn the 3.point lighting.
- Students will learn the software rendering.
- Student will learn the software rendering.
- Student can create the photorealistic lighting for background.

Maya Theory -1

- 3D Theory of Maya software.`
- Students will learn the 3.point lighting.
- Students will learn the software rendering.
- Student will learn the software rendering.
- Student can create the photorealistic lighting for background.

Compositing (Practical)

- Compositing Using Combustion Software
- Students can learn the how to create the effect work.
- Students will learn the how to create the text effect animation.
- Students will create the roto scooping, wire removing tracing work.

Semester VI

Rigging & Skinning

- 3D Animation Using Autodesk Maya Software.
- Students will rig the human character and animal body.
- Students will do the skinning to characters.
- Students will learn the facial expression.
- Students will learn the FK & IK Controls.

Animation

- 3D Animation Using Autodesk Maya or 3Ds Max Software
- Student will learn the 4leg character animation.
- Students will the pose to pose animation.
- Students can create the Cartoonic, Realistic, characters Animation for Animation Films.

Dynamics (Maya)(PR)

- 3D Dynamics Using Autodesk Maya or 3Ds Max Software
- Students can create the effects like fire, wind, particles, etc.
- Students can create the physical simulation.
- Students can create the hair and fur effects.

Editing (PR)

- To learn Editing Using Premier Software
- Students can create the Film editing.
- Students can create the TV serial editing and text effects works. .

Maya Theory -2

- To learn a 3D Theory Maya.
- Students need to understand the theory about Rigging, Skinning, Dynamic, etc.

Sound Editing (PR)

- Learn the different forms of presentation and interview techniques.

- Students will understand the physics of sound.
- Understanding of various sound measurement techniques.
- Getting a deep knowhow of the audio equipment's and their working in the Studio.

FOURTH YEAR

Semester VII

Project & Viva (PR)

- This will help to students to understand all the expect of animation film making
- This will help them to understand all the aspects of animation film making.
- Students will conceive research problem for dissertation.
- Student will formulate research problem to execute methodology.
- Student will apply appropriate research design and gather data though various tools.
- Student will analyze collected data and present report.

Internship, Report

- This will help them to understand all the aspects of animation film making.
- Student will be able to work all the department related to Animation field.
- Student will understand work flow and process in professional industry.
- Student should understand roles and responsibilities in animation and designing industry through practical exposure.