Diploma in Computer Animation

Program Outcomes (PO)

PO1: Participate in the planning and implementation of animation projects. Develop and execute believable animation sequences.

PO2: Create animation sequences that employ basic cinematography principles. Use story telling skills to create, develop and execute animation sequences.

PO3: Apply performance theory to the creation of animation. Produce layouts and backgrounds with attention to composition, perspective and colour.

PO4: Present a visual concept to a target audience Use computer skills and appropriate digital asset management techniques to function effectively within a production pipeline.

Program Specific Outcomes (PSO)

PSO1: Design, create and animate characters and objects using fundamental principles of animation.

PSO2: Produce hand-drawn and/or computer-generated drawings using fundamental principles of art, design and composition. Use a variety of tools and technologies to create, capture and animate elements.

PSO3: Develop, assemble and present a demo reel or portfolio in a manner that meets current industry expectations, and highlights one's creativity, skills and proficiency with relevant animation software and related technologies.

COURSE NAME: Paper–I Computer Fundamentals for Animation
CLASS - Diploma in Computer Animation **SEMESTER – I**

Objectives of Course:

- Give students an in-depth understanding of why computers are essential components in business, education and society.
- Introduce the fundamentals of computing devices and reinforce computer vocabulary, particularly with respect to personal use of computer hardware and software
- Provide hands-on use of Microsoft Office applications Word and PowerPoint. Completion of the assignments will result in MS Office applications knowledge and skills.

COURSE OUTCOMES

At the end of this course the student shall be able to:

- Understand the basic terminology of computers

- Understand the fundamental hardware components that make up a computer's hardware and the role of each of these components
- Understand the difference between an operating system and an application program, and what each is used for in a computer
- Describe some examples of computers and state the effect that the use of computer technology has had on some common products
- Identify the applications of computer in daily life
- Understand the practical concepts of MS Word and MS PowerPoint

COURSE NAME: Paper–II Principles of Animation
CLASS - Diploma in Computer Animation **SEMESTER – I**

Objectives of the Course:
The objective of this course is to teach the students very fundamentals of Animation. They will get to learn all the principles which will help them to learn and understand how actual animation works. If they do not these fundamentals, they will be unable to achieve realistic animation. Learning principles also help them in many other fields of the animation.

Program Learning Outcomes:
Students will
● Learn animation fundamentals.
● Understand how animation works.
● Knowledge about using animation principles.
● Without using these animation basics, they will not get desired results.

COURSE NAME: Paper–I Multimedia Technologies
CLASS - Diploma in Computer Animation **SEMESTER – II**

Objectives of the Course:
The aim of this course is to give fundamental knowledge about the various fields related to multimedia technology. This course provides the information about several other fields such as LCD, PDP, color mixing, overview of tools like adobe premiere etc. Understanding, need and type of compression will also be discussed in this subject. Understanding multimedia technology is very important for students, because this will provide them knowledge about all the aspects of multimedia.

Learning Outcomes:
Knowledge and Understanding:
Students will
● Understand the basic concepts of multimedia technology which will help them to get started easily in multimedia.
● Get knowledge about various terms like, images, text, fonts, file formats. Understanding these things is very necessary.
● Know about the various compression techniques, types of compressions etc.

● will be able to understand design process, image processing and adobe premiere. Design process is very important process for those who want to learn properly about designing.
● Learn about Different kind of coding like Huffman's coding, JPEG coding, zip coding.

COURSE NAME: Paper–II 2D Animation & Storyboard Pro
CLASS - Diploma in Computer Animation **SEMESTER – II**

Objectives of the Course:
This course aims at learning about 2D animation and storyboard pro in practical or theoretical way. This course will offer skill development in the use of software to develop storyboards and 2-dimentional animation including creating, importing and sequencing media elements to create multi-media presentations. Emphasis will be on conceptualization, creativity, and visual aesthetics. This course takes the students through various aspects of animation using a variety of 2 dimensional software. Developing concepts, storyboarding and production of several 2 dimensional animations will be accomplished.

Learning Outcomes:

Students will

- Learn 2D digital and cut-out animation.
- Be provided with the fundamental skills to produce traditional style animation as well as puppet animation and the knowledge of the principles of animation to be built upon in subsequent courses leading up to the Portfolio course.
- also apply skills learned in this class in other areas including motion graphics, stop motion and basic traditional animation.