

Shri Vaishnav Institute of Architecture

B. Des in Graphics and Animation

BDNGA301- Graphics Designing

COURSE CODE	COURSE NAME	TEACHING & EVALUATION SCHEME								
		THEORY			PRACTICAL		L	T	S	CREDITS
		END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BDNGA301	Graphics Designing				100	100			4	4

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit;

***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs):-

CEO 1	To introduce the execution process of graphics designing .
CEO 2	This course is intended to provide skills for graphic designing .

Course Outcomes (COs)

CO1	To develop understanding of the scale, function, process and options existing for graphic designing.
CO2	To develop creative conceptual visualization, hand skill building, and the process of design.
CO3	Use of anthropometry, ergonomics, handling of space and application of knowledge gained from other subjects, in design.

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit;

***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

COURSE	COURSE NAME	TEACHING & EVALUATION SCHEME
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CODE		THEORY			PRACTICAL		L	T	S	CREDITS
		END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BDNGA301	Graphics Designing				100	100			4	4

Syllabus

- Unit I**
Graphics Editing, Traditional Design, Traditional and digital applications of color, concept and composition.
- Unit II**
Drawing 1, Drawing 2, Making Selections Understanding Appearances, Working with Groups and Layers, Advanced Drawing and Path Editing Working with Color Object.
- Unit III**
Transformation and Positioning, Use of Brushes, Use of Masks, Use of Symbols, Application of Filters and Live Effects Advanced Text Editing Designing for the Web,
- Unit IV**
Creation of Blends Working with Images, Performing Specialized Tasks Saving and printing, working with other programs.
- Unit V**
Design and publish multipage documents containing text, vector artwork, and images. Use precise grids and guides to position page elements and create polished layouts

Reference Books

- Gary David Bouton-** Corel Draw X8: The Official Guide, 2017
- Bill Stonehem-** Corel Draw Graphics Suite X8: An Easy Guide to the Best Features
- Brian Wood-** Adobe Illustrator CC Classroom in a Book 2018
- Noble Desktop-** Adobe Illustrator CC 2018 Step by Step Training 2018
- Mark Galer and Philip Andrews-** Photoshop CC Essential Skills: A Guide to Creative Image Editing
- Jennifer Smith-** Photoshop CC Digital Classroom Book

BDNGA 302 – Basic Character Development

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BDNGA302	Basic Character Development				100	100			4	4

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit;

***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs):-

CEO 1	To introduce the basics of character designing by visualize them according to given requirements.
CEO 2	This course is intended to provide skills for character designing.

Course Outcomes (COs)

CO1	To make students understanding of the scale, dimensions, proportions and process of character designing.
CO2	To develop creative conceptual visualization, hand skill building, and the process of character design.
CO3	Use of shape, shape language, poses, gesture and theories to develop the required character.

Syllabus

Unit I

Gestures, Postures And Movements, Human and Animal Anatomy, Gesture drawing, Different human poses and movements.

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BDNGA302	Basic Character Development				100	100			4	4

Unit II

Guidelines for Drawing Order , Level by level, Sub-hierarchy by sub-hierarchy Order In Stroke Making, Simplicity, Proximity, Co linearity, Similarity, Symmetry, Anchoring, Stroke Direction, Starting Location.

Unit II

Guidelines for Drawing Order , Level by level, Sub-hierarchy by sub-hierarchy Order In Stroke Making, Simplicity, Proximity, Co linearity, Similarity, Symmetry, Anchoring, Stroke Direction, Starting Location.

Unit III

Shape of language, Use of Primary shape for character design, Combinations of Primary shapes, Character Design Process.

Unit IV

Attributes and proportions, Poses and Gesture and Color.

Unit V

Action and Body Dynamics, Coiling and Compression, Points to emphasis.

REFERENCE BOOKS

1. **Richard Williams**-The Animation Survival Kit
2. **Walt Stanchfield** -Drawn to Life: 20 Golden Years of Disney Master Classes: Volume1: The Walt Stanchfield Lectures2009
3. **Valerie L. Winslow**- Classic Human Anatomy in Motion: The Artist's Guide to the Dynamics of Figure Drawing,2015
4. **Burne Hogarth**- Dynamic Figure Drawing 1996
5. **April Connors**- Gestures Drawing: A Story- Based Approach 2017

BDNGA 303- Storytelling

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BDNGA303	Storytelling					100			2	2

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit;

***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs):-

CEO 1	To understand the basics of storytelling and to develop skills required for the same.
CEO 2	To explain the various techniques used for storytelling.

Course Outcomes (COs)

CO1	To develop understanding of the concept, process and types for storytelling
CO2	To enhance the understanding of creative conceptual visualization.
CO3	To explore the importance of presenting concept effectively to make it interesting through storytelling.

Syllabus

Unit I

Art of Storytelling, Definition of Storytelling, Process of storytelling, Storyteller tools, Sources of Stories. Basic- History and function of storyboards, various types of storyboards, production process, the beat board story reels, refinement, pitching how to tell story through pictures.

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BDNGA303	Storytelling					100			2	2

Unit II

Storytelling's Evolution, The Factors of Story- Inspiration, Influence, and Persuasion, Story telling- choosing an idea, creating compelling characters, creating empathy, drama and conflict, casting characters villains, developing an idea, ending themes, animation comedy and writing.

Unit III

Kinds of stories, Narrative Stories, Ante Narrative Stories and Living Stories. Direction- how to get attention, selective attention, keeping attention, timeline continuity, film editing, the film as a time machine, why cuts work?

Unit IV

Methods and Structure of Storytelling, Classic and Modern Methods of Storytelling, Structure of Storytelling, Importance of Storytelling. Dramatic Irony- Who gets to know what, when, where how and why, secret, suspense places for dramatic irony.

Unit V

Digital Storytelling, Definition, Steps in Digital Storytelling, Ways for Effective Storytelling. Story structures- Story Functions, the Hero's Journey, The three levels of story analysis, Paradigms of changing the impossible to the possible, ending, Beginning and turning Points, Types of scenes, what happens if you move the structures around

REFERENCE BOOKS

1. **Dean Movshovitz**- Pixar Storytelling: Rules for Effective Storytelling Based on Pixar's Greatest Films
2. **Francis Glebas**- Directing the Story: Professional Storytelling and Storyboarding Techniques for Live Action and Animation
3. **Ellen Lupton**- Design Is Storytelling, 2017
4. **Ty Bennett**- The Power of Storytelling, 2013

BDNGA 304- Evolution of Animation

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		THEORY			PRACTICAL		L	T	S	CREDITS
		END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BDNGA304	Evolution of Animation	60	20	20		100	2		2	200

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit;

***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs):-

CEO 1	To sensitize the history of animation and to develop understanding for the same.
CEO 2	To explore the various method and techniques used for animation earlier.

Course Outcomes (COs)

CO1	To make students understand the ancient techniques of animation.
CO2	To impart the knowledge of step by step development of animation.
CO3	To create new techniques of animation by the combination of ancient and advance techniques of animation.

Syllabus

Unit I

EARLY APPROACHES TO ANIMATION, Early approaches to motion in art, Shadow Play and The Magic Lantern

Unit- II

ANIMATION BEFORE FLIM, Prelude, Thaumatrope, Phenakisticope, Zoetrope, Flipbook, Praxinoscope, Zoopraxiscope.

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		THEORY			PRACTICAL		L	T	S	CREDITS
		END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BDNGA304	Evolution of Animation	60	20	20		100	2		2	200

Unit- III

EARLIEST ANIMATION IN FILM, Theatre Optique, Printed Animation Film and Other Standard Picture Film

Unit- IV

Introduction Of Cartoons, Cartoons, Animation, Cartoon Movies, Animated Films
Animation In Asia – China & Japan (Kon Ichikawa)

Unit- V

CANADIAN ANIMATION – Snow White & The Great White North, Animation & the War Effort, Propaganda Message, Hewers & Drawers (Pre 1970 only), A Hard Cell: Evolution of the Commercial (Pre 1970 only), Geeks From the Prairies (Pre 1970 only), Animators of the west coast (Pre 1970 only), Women Animators in Canada (Pre 1970 only), The Silent Minority : Animation's Auteurs.

REFERENCE BOOKS

1. **Maureen Furniss**- A New History of Animation 2016
2. **Ollie Johnson and Frank Thomas**- The Illusion of Life: Disney Animation 1995
3. **Stephen Cavalier and Sylvain Chomet**- The World History of Animation 2011

BDNGA 305 – Principles of Animation

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		THEORY			PRACTICAL	L	T	S	CRED ITS	
		END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BDNGA305	Principles of Animation				50	50			2	100

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit;

***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs) :-

CEO 1	To explain the Principles of Animation and its requirement for quality animation
CEO 2	This course is intended to provide skills for effective animation.

Course Outcomes (COs)

CO1	To acquire understanding of the Principles of Animation
CO2	To develop creative conceptual visualization and understand the importance of Principles of Animation.
CO3	To make students understand the uses of Principles of Animation

Syllabus

Unit-I

Twelve Principles of Animation (Timing, Ease In and Out (or Slow In and Out), Arcs, Anticipation, Exaggeration, Squash and Stretch, Secondary Action, Follow Through and Overlapping Action, Straight Ahead Action and Pose-To-Pose Action, Staging, Appeal, Personality)

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		THEORY	PRACTICAL	L	T	S	CRED ITS

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		END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BDNGA305	Principles of Animation				50	50			2	100

Unit-II

Arcs of motion, hook-up and in-between, wave principal, S and C curve, follow through and overlap Action.

Unit-III

Proportion, Balance, Weight, and Silhouette, What is Arc of movement? Its uses. Its importance in animation.

Unit-IV

Basic Principles of Animation in relation with walk cycle - Timing, staging, arc of motion, mass and weight, center of mass, path of action, squash and stretch.

Unit-V

Different types animation - Rough in-between, key frames, (pose to pose) and straight-ahead animation.

Reference Book

Richard Williams, The Animation Survival Kit

Frank Thomas and Ollie Johnston, Disney Animation: The Illusion of Life

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ML307 ENVIRONMENTAL MANAGEMENT AND SUSTAINABILITY

SUBJECT CODE	CATEGORY	SUBJECT NAME	TEACHING & EVALUATION SCHEME								
			THEORY			PRACTICAL		L	T	P	CREDITS
			END SEM University Exam	Two Term Exam	Teachers Assessment ^{nt*}	END SEM University Exam	Teachers Assessment ^{nt*}				
ML-307	Compulsory	Environmental Management and Sustainability	60	20	20	0	0	4	0	0	4

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P - Practical; C - Credit;

*Teacher's Assessment shall be based upon following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Objective

1. To create awareness towards various environmental problems.
2. To create awareness among students towards issues of sustainable development.
3. To expose students towards environment friendly practices of organizations.
4. To sensitize students to act responsibly towards environment.

Examination Scheme

The internal assessment of the students' performance will be done out of 40 Marks. The semester Examination will be worth 60 Marks. The question paper and semester exam will consist of two sections A and B. Section A will carry 36 Marks and consist of five questions, out of which student will be required to attempt any three questions. Section B will comprise of one or more cases / problems worth 24 marks.

Course Outcomes

1. The course will give students an overview of various environmental concerns and practical challenges in environmental management and sustainability.
2. Emphasis is given to make students practice environment friendly behavior in day-to-day activities.

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COURSE CONTENT

Unit I: Introduction to Environment Pollution and Control

1. Pollution and its types (Air, Water, and Soil): Causes, Effects and Control measures
2. Municipal Solid Waste: Definition, Composition, Effects
3. Electronic Waste: Definition, Composition, Effects
4. Plastic Pollution: Causes, Effects and Control Measures

Unit II: Climate Change and Environmental Challenges

1. Global Warming and Green House Effect
2. Depletion of the Ozone Layer
3. Acid Rain
4. Nuclear Hazards

Unit III: Environmental Management and Sustainable Development

1. Environmental Management and Sustainable Development: An overview
2. Sustainable Development Goals (17 SDGs)
3. Significance of Sustainable Development
4. Environment Friendly Practices At Workplace and Home (Three Rs' of Waste Management, Water Conservation, Energy Conservation)

Unit IV: Environmental Acts

1. The Water (Prevention and Control of Pollution) Act, 1974: Objectives, Definition of Pollution under this act, Powers and Functions of Boards
2. The Air (Prevention and Control of Pollution) Act, 1981: Objectives, Definition of Pollution under this act, Powers and Functions of Boards
3. The Environment (Protection) Act, 1986: Objectives, Definition of important terms used in this Act. Details about the act.
4. Environmental Impact Assessment: Concept and Benefits

Unit V: Role of Individuals, Corporate and Society

1. Environmental Values
2. Positive and Adverse Impact of Technological Developments on Society and Environment
3. Role of an individual/ Corporate/ Society in environmental conservation
4. Case Studies: The Bhopal Gas Tragedy, New Delhi's Air Pollution, Arsenic Pollution in Ground Water (West Bengal), Narmada Valley Project, Cauvery Water Dispute, Fukushima Daiichi Disaster (Japan), Ozone Hole over Antarctica, Ganga Pollution, Deterioration of Taj Mahal, Uttarakhand flash floods

Suggested Readings:

1. Rogers, P.P., Jalal, K.F., Boyd, J.A. (Latest Edition). **An Introduction to Sustainable Development**. Earthscan
2. Kalam, A.P.J. (Latest Edition). **Target 3 Billion: Innovative Solutions Towards Sustainable Development**. Penguin Books
3. Kaushik, A. and Kaushik (Latest Edition). **Perspectives in Environmental Studies**. New Delhi: New Age International Publishers.
4. Dhameja, S.K. (Latest Edition). **Environmental Studies**. S.K. Kataria and Sons, New Delhi
5. Bharucha, E. (Latest Edition). **Environmental Studies for Undergraduate Courses**. New Delhi: University Grants Commission.
6. Wright, R. T. (Latest Edition). **Environmental Science: towards a sustainable future**. New Delhi: PHI Learning Private Ltd.
7. Rajagopalan, R. (Latest Edition). **Environmental Studies**. New York: Oxford University Press.

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BDNGA 307- Elective I

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		THEORY			PRACTICAL		L	T	S	CREDITS
		END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BDNGA307	Disciplinary Elective III				50	50			2	100

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