Progressive Education Society's

Modern College of Arts, Science and Commerce,

Shivajinagar, Pune 5

(An Autonomous College Affiliated to Savitribai Phule Pune University)

Framework of Syllabus

For

M.Sc. (Animation)

(2022-23 Course)

(with effect from 2022-23)

Our course offers specialization in various branches of animation such as 3D animation, VFX, motion graphics, game designing, media and entertainment.

Course Outcomes:

On completion of the course, student will be able to–

- Advance the skills that students have learned in B.Sc. Animation
- With help of specialization subjects they will be able to focus their attention on learning skills that are required to achieve advancement in their respective category.
- With the help of subjects like Mass Communication and Mass Media & Media Literacy they will gain the knowledge of working in the media industry.
- Students will have improved their visualization power to explore new ideas.
- With the help of computer language python Students can do animation by using Python Framework.
- Students can create their own Virtual Reality experiences
- Students can do create and host Augmented reality experiences
- Direct a professional project or create their own projects

Subject wise

Course Code: 19CsAniP101
Course Name: Mass Communication
Course Outcomes:

On completion of the course, the student will be able to–

- Understand different aspects of communication
- Learn how media works
- Gain the knowledge of working in the media industry.

Course Code: 20CsAniP102
Course Name: Evolution in Animation industry and Current trends
Course Outcomes:

On completion of the course, student will be able to–

- Understand the evolution in animation industry
- Know the current trends in animation

Course Code: 20CsAniP103
Course Name: Python Programming Language
Course Outcomes:

On completion of the course, student will be able to–

- Students can solve problems by using the Python language.
- Students can do animation by using Python Framework.

Course Code: 20CsAniP105
Course Name: Stylized Animation Methods –I, II, III
Course Outcomes:

On completion of the course, student will be able to–

- Students will have improved their visualization power to explore new ideas.
- Students will develop Stylized Animation skills.
- Students will be able to create professional Stylized Animation projects.

Course Code: 19CsAniU106
Course Name:Contemporary Animation Technologies - I, II, III
Course Outcomes:

On completion of the course, student will be able to–

- Understand different aspects of computer based animation
- Learn how to create appalling computer based animation

Course Code: 19CsAniU107
Course Name: New Trends Gaming Technology - I, II, III
Course Outcomes:

On completion of the course, student will be able to–

- Design and build game
- Use software to create game assets
- Create professional artworks.

Course Code: 19CsAniU108
Course Name: Advanced VFX and motion Graphics –I, II, III
Course Outcomes:

On completion of the course, student will be able to–

- Understand VFX & Motion Graphics concepts
- Creating VFX Environment in the film
- Compose and Render the movie scene in digital videos format
- Students will have improved their visualization power to explore new ideas in film composition

Course Code: 19CsAniP201
Course Name: Mass Media & media literacy
Course Outcomes:

On completion of the course, student will be able to–

- Introduce the notion of globalization and understand how it impacts multilingual and multicultural communication in new media
- Introduce the purpose, nature and language specific to a variety of new media communication in different corporate and professional environments.
- Examine the intersection of new media and professional communication practice to enhance the success of corporate and professional communication and the quality of human life.

Course Code: 20CsAniP202
Course Name: Augmented Reality and Virtual Reality
Course Outcomes:

On completion of the course, student will be able to–
- Students can create their own Virtual Reality experiences
- Students can do create and host Augmented reality experiences

Course Code: 19CsAniP203
Course Name: Production Design
Course Outcomes:

On completion of the course, student will be able to–

- Understand different aspects of production processes of film making
- Learn to Manage audio-visual projects by using proper process of production

Semester 1 (First Year)

Course Type	Course Code	Course / Paper Title	Hours / Week	Credit	CIA	End Sem Exam	Total
CCT-1	19CsAniP101	Mass Communication-I	4	4	40	60	100
CCT-2	19CsAniP102	Animation Industry and current trends	4	4	40	60	100
CCT-3	19CsAniP103	Python	4	4	40	60	100
CCP-1	19CsAniP104	Python Lab	4	4	40	60	100
DSEP-1	19CsAniU105	Stylized Animation Methods –I	4	4	40	60	100
	19CsAniU106	Contemporary Animation Technologies –I	4	4	40	60	100
	19CsAniU107	New Trends Gaming Technology –I	4	4	40	60	100
	19CsAniU108	Advanced VFX and motion Graphics –I	4	4	40	60	100
Total				20	250	250	500
AECCT-1	19CpCysP101	Cyber Security-I	1	0.5	20	30	50
AECCT-2	19CpHrtP102	Human Rights-I	1	0.5	20	30	50

Semester 2 (First Year)

Course Type	Course Code	Course / Paper Title	Hours / Week	Credit	CIA	End Sem Exam	Total
CCT-4	19CsAniP201	Mass Media and Media Literacy	4	4	40	60	100
CCT-5	19CsAniP202	Augmented Reality and Virtual Reality	4	4	40	60	100
CCT-6	19CsAniP303	Production Design	4	4	40	60	100
CCP-2	19CsAniP304	Production Design AR & VR LAB	4	4	40	60	100
DSEP-2	19CsAniU205	Stylized Animation Methods –II	4	4	40	60	100
	19CsAniU206	Contemporary Animation Technologies –II	4	4	40	60	100
	19CsAniU207	New Trends Gaming Technology –II	4	4	40	60	100
	19CsAniU208	Advanced VFX and motion Graphics –II	4	4	40	60	100
Total				20	250	250	500
AECCT-3	19CpCysP101	Cyber Security-II	1	0.5	20	30	50
AECCT-4	19CpHrtP102	Human Rights-II	1	0.5	20	30	50

Semester 3 (Second Year)

Course Type	Course Code	Course / Paper Title	Hours / Week	Credit	CIA	End Sem Exam	Total
CCT-7	19CsAniP301	Advertising Technique	4	4	40	60	100
CCT-8	19CsAniP302	E - Content Development and Deployment	4	4	40	60	100
CCT-9	19CsAniP303	Direction	4	4	40	60	100
CCP-3	19CsAniP304	Lab on Advertising Technique and Direction Lab on E - Content Development and Deployment	4	4	40	60	100
DSEP-3	19CsAniU305	Stylized Animation Methods –III	4	4	40	60	100
	19CsAniU306	Contemporary Animation Technologies –III	4	4	40	60	100
	19CsAniU307	New Trends Gaming Technology –III	4	4	40	60	100
	19CsAniU308	Advanced VFX and motion Graphics –III					
Total				20	250	250	500
AECCT-5	19CpCysP301	Cyber Security-III	1	0.5	20	30	50
AECCT-6	19CpSkdP302	Skill development - I	2	0.5	20	30	50

Semester 4 (Second Year)

Course Type	Course Code	Course / Paper Title	Hours / Week	Credit	CIA	End Sem Exam	Total
CCT-10	19CsAniP401	Digital Marketing and Broadcast Legalities	2	2	25	25	50
CCP-4	19CsAniP402	Digital Editing (Final Cut-pro and Advanced Editing Techniques)	4	2	25	25	50
CCP-5	19CsAniP403	Industrial Training	4	16	200	200	400
Total				20	250	250	500
AECCT-5	19CpCysP401	Cyber Security-IV	1	0.5	20	30	50
AECCT-6	19CpSkdP402	Skill development - I	2	0.5	20	30	50