

Progressive Education Society's
Modern College of Arts, Science and Commerce (Autonomous),
Shivajinagar, Pune 5

(An Autonomous College Affiliated to Savitribai Phule Pune University)

Framework of Syllabus

For

B. Voc. (Animator)

Choice Based Credit System (CBCS) Syllabus

Under National Education Policy (NEP)

To be implemented from Academic Year 2024-2025

Level:- 4.5 (First Year) Sem:I

Course Type	Course Code	Course Title	Credits		Teaching Scheme Hr/Week		Evaluation Scheme and Max Marks		
			TH	PR	TH	PR	CE	ESE	Total
Subject 1 T(2)+ (T/P) (2) or T(4)	24CsAnmU1101	Basics of Animation I	2		2		20	30	50
	24CsAnmU1102	Lab Course on 24CsAnmU1101		2		4	20	30	50
Subject 2 T(2)+ (T/P) (2) or T(4)	24CsAnmU1201	3D Modeling I	2		2		20	30	50
	24CsAnmU1202	Lab Course on 24CsAnmU1201		2		4	20	30	50
Subject 3 T(2)+ (T/P) (2) or T(4)	24CsAnmU1301	Lab Course on Animation Project Planning		4		8	40	60	100
IKS T(2)	24CpCopU1901	Generic IKS	2		2		20	30	50
GE/OE (T/P) (2)	24CsAnmU1401	Lab Course on Foundation Art		2		4	20	30	50
SEC (P) (2)	24CsAnmU1601	Lab Course on Foundation Art I		2			20	30	50
AEC T(2)	24CpCopU1701 / 24CpCopU1702	MIL-I (Hindi) / MIL-I (Marathi)	2		2		20	30	50
VECT (2)	24CpCopU1801	Environmental Science	2		2		20	30	50
Total			10	12	10	20			550

Level:- 4.5 (First Year) Sem:II

Course Type	Course Code	Course Title	Credits		Teaching Scheme Hr/Week		Evaluation Scheme and Max Marks		
			TH	PR	TH	PR	CE	ESE	Total
Subject 1 T(2)+ T/P(2) or T(4)	24CsAnmU2101	Basics of Animation II	2		2		20	30	50
	24CsAnmU2102	Lab Course on 24CsAnmU2101		2		4	20	30	50
Subject 2 T(2)+ P(2)	24CsAnmU2201	3D Modeling II	2		2		20	30	50
	24CsAnmU2202	Lab Course on 24CsAnmU2201		2		4	20	30	50
Subject 3 T(2)+ P(2)	24CsAnmU2301	2D Animation Project	4		4		40	60	100
GE/OE (T/P)(2)	24CsAnmU2401	Lab Course on Calligraphy and Typography	2		2		20	30	50
SEC P(2)	24CsAnmU2601	Lab Course on Foundation Art II		2		4	20	30	50
AEC T(2)	24CpCopU2703	English Communication Skills I	2		2		20	30	50

VEC T(2)	24CpCopU2801	Democracy, Election and Governance	2		2		20	30	50
CC(2)	24CpCopU2001/ 24CpCopU2011 / 24CpCopU2021 / 24CpCopU2031 / 24CpCopU2041 / 24CpCopU2051 / 24CpCopU2061 / 24CpCopU2071	Physical Education / Cultural Activities / NSS / NCC / Fine Arts / Applied Arts / Visual Arts / Performing Arts	2		2		20	30	50
Total			16	06	16	12			550

Level:- 5.0 (Second Year)**Sem:III**

Course Type	Course Code	Course Title	Credits		Teaching Scheme Hr/Week		Evaluation Scheme and Max Marks		
			TH	PR	TH	PR	CE	EE	Total
Major Core T(2+2 or 4), (T/P)(2)	24CsAnmU3101	3D Animation I	2		2		20	30	50
	24CsAnmU3102	Production Process I	2		2		20	30	50
	24CsAnmU3103	Lab Course on 24CsAnmU3101		2		4	20	30	50
VSC P(2)	24CsAnmU3501	Lab Course on Digital Art I		2		4	20	30	50
IKS (T/P)(2)	24CsAnmU3901	Indian Art Culture	2		2		20	30	50
FP P(2)	24CsAnmU3002	Field Project I		2		4	20	30	50
Minor (T/P) (2+2 or 4)	24CsAnmU3301	Creative Writing Project		4		8	40	60	100
GE/OE (T/P) (2)	24CsAnmU3401	Lab Course on Graphic Designing		2		4	20	30	50
AEC T(2)	24CpCopU3703	English Communication Skills II	2		2		20	30	50
CC T(2)	24CpCopU3001	Online Course on Yoga	2		2		20	30	50
Total			10	12	10	24			550

Level:- 5.0 (Second Year)**Sem:IV**

Course Type	Course Code	Course Title	Credits		Teaching Scheme Hr/Week		Evaluation Scheme and Max Marks		
			TH	PR	TH	PR	CE	EE	Total
Major Core T(2+2 or 4), (T/P)(2)	24CsAnmU4101	3D Animation II	2		2		20	30	50
	24CsAnmU4102	Production Process II	2		2		20	30	50
	24CsAnmU4103	Lab Course on 24CsAnmU4101		2		4	20	30	50
VSC P(2)	24CsAnmU4501	Lab Course on Digital Art II		2		4	20	30	50
CEP P(2)	24CsCopU4003	Community Engagement Project		2		4	20	30	50
Minor (T/P) (2+2 or 4)	24CsAnmU4301	Screen Writing Project	4		4		40	60	100

GE/OE (T/P) (2)	24CsAnmU4401	Lab Course on e-content Development (Video Production)		2		4	20	30	50
SEC T(2)	24CsAnmU4601	Video Production	2		2		20	30	50
AEC T(2)	24CpCopU4701 / 24CpCopU4702	MIL-II (Hindi) / MIL-II (Marathi)	2		2		20	30	50
CC T(2)	24CpCopU4001	Health and Wellness	2		2		20	30	50
Total			14	08	14	16			550

Level:- 5.5 (Third Year)

Sem:-V

Course Type	Course Code	Course Title	Credits		Teaching Scheme Hr/Week		Evaluation Scheme and Max Marks		
			TH	PR	TH	PR	CE	EE	Total
Major Core T(2+2+2+2or 4 + 2+2 or 4 + 4) P(2+2 or 4)	24CsAnmU5101	Motion Graphics	2		2		20	30	50
	24CsAnmU5102	Introduction to Game Design	2		2		20	30	50
	24CsAnmU5103	Multimedia I	4		4		40	60	100
	24CsAnmU5104	Lab Course on 24CsAnmU5101		2		4	40	60	100
	24CsAnmU5105	Lab Course on 24CsAnmU5102		2		4	20	30	50
Major Elective (T/P) (2+2 or 4)	24CsAnmU5201	Lab Course on Props and Prosthetics		4		8	40	60	100
	24CsAnmU5203	Game Designing Project		4		8	40	60	100
VSC P(2)	24CsAnmU5501	Stop Motion Short Film		2		4	20	30	50
FP (2)	24CsAnmU5001	Field Project II		2		4	20	30	50
Minor (T/P) (2)	24CsAnmU5302	Graphic Designing Project	2		2		20	30	50
Total			10	12	10	24			550

Course Type	Course Code	Course Title	Credits		Teaching Scheme Hr/Week		Evaluation Scheme and Max Marks		
			TH	PR	TH	PR	CE	EE	Total
Major Core T(2+2+2+2 or 4+2+2 or 4+4) P(2+2 or 4)	24CsAnmU6101	VFX	2		2		20	30	50
	24CsAnmU6102	3D Animation Techniques		2		4	20	30	50
	24CsAnmU6103	Multimedia II	4		4		40	60	100
	24CsAnmU6104	Lab Course on 24CsAnmU6101		2		4	20	30	50
	24CsAnmU6105	Lab Course on 24CsAnmU6102		2		4	20	30	50
Major Elective (T/P) (2+2 or 4)	24CsAnmU6201	Lab Course on Special Effects		4		8	40	60	100
	OR								
	24CsAnmU6203	VFX Project		4		8	40	60	100
VSC P(2)	24CsAnmU6501	Animation Short Film		2		4	20	30	50

OJT (2)	24CsAnmU6004	On Job Training		4		8	40	60	100
Total			06	16	06	32			550

Progressive Education Society's
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Level:- 4.5 (First Year) Sem:I

Subject 1 (Theory)
Course Code : 24CsAnmU1101
Course Name : Basics of Animation-I

Teaching Scheme: TH: 2 Hours Theory/Week

Credit: 02

Examination Scheme: CIA: 20 Marks

End-Sem: 30 Marks

Prerequisite Courses:

- Basic drawing skill
- Creative ability.

Course Objectives:

- To understand Fundamentals of Animation
- Learn to create Animatics for animation projects
- Learn to create simple 2D animations

Course Outcomes:

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

- Students will have improved their animation skills.
- Students will develop storyboard skills.
- Students will be able to create animation projects in 2D.

Course Contents

Unit 1	Introduction to Animation	7 lectures
	● Animation Definition ● Science behind Animation ● Basics of 2D software	

Unit 2	Types of Animation	6 lectures
	• Traditional • Stop motion • 2D Animation • 3D Animation • Introduction to timeline and layers.	
Unit 3	2D software	6 lectures
	• Introduction to tools and menus • 12 Basic principles of animation • Creating basic animations	
Unit 4	Advanced features of software	6 lectures
	• Masking • Loop animation • Scene and symbols • Tween and Alpha	
Unit 5	Animation Production Pipeline	6 lectures
	• Terms used in Animation • Introduction to storyboard	

Reference books:

- The Animator's Survival Kit" by Richard Williams-Publisher: Faber & Faber
- The Illusion of Life: Disney Animation" by Frank Thomas and Ollie Johnston-Publisher: Disney Editions
- The Complete Idiot's Guide to Animation" by Josiah Neeley-Publisher: Alpha Books

Reference Links

- The 12 Principles of Animation" by Disney Animation Studios:
<https://www.disneyanimation.com/studio/animation-basics/>
- The Animator's Survival Kit" by Richard Williams:
<https://www.theanimatorsurvivalkit.com/>
- Introduction to Animation" by Khan Academy:
<https://www.khanacademy.org/partner-content/pixar/introduction-to-animation>

Progressive Education Society's
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Subject 1 (Practical)
Course Code : 24CsAnmU1102
Course Name : Lab Course on Basics of Animation-I

Teaching Scheme: TH: 4 Hours Practical/Week

Credit: 02

Examination Scheme: CIA: 20 Marks

End-Sem: 30 Marks

Prerequisite Courses:

- Basic drawing skill
- Creative ability.

Course Objectives:

- To understand Fundamentals of Animation
- Learn to create Animatics for animation projects
- Learn to create simple 2D animations

Course Outcomes:

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

- Students will have improved their animation skills.
- Students will develop storyboard skills.
- Students will be able to create animation projects in 2D.

Practical Topics:

Practical 1	Making a bouncing ball animation
Practical 2	Table fan Animation
Practical 3	Moving car animation
Practical 4	Oarman Cycle

Practical 5	Giant Wheel Animation
Practical 6	Bi-ped walk cycle
Practical 7	Bird Fly cycle
Practical 8	Frog jump Animation
Practical 9	Quadruped walk cycle
Practical 10	Moving car animation
Practical 11	Animation using Masking
Practical 12	Making loop .gif animation
Practical 13	Making an animation of a spinning globe
Practical 14	Design Project: Adapting a children's story into a storyboard
Practical 15	Design Project: Completing all the pre production work for a 2D short film.

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Subject 2 (Theory)
Course Code : 24CsAnmU1201
Course Name : 3D Modeling I

Teaching Scheme: TH: 2 Hours Theory/Week

Credit: 02

Examination Scheme: CIA: 20 Marks

End-Sem: 30 Marks

Prerequisite Courses:

- Basic drawing skill, visual storytelling and concept of moving images should be known.
- Knowledge of basic Computer hardware & software is also necessary.
- Basic Knowledge of cel & 2D Animation

Course Objectives:

- Define Computer-based Animation
- 2D Splines, Shapes & compound object
- 3D Modeling
- Lighting & Camera
- Texturing
- Rendering with M-Ray

Course Outcomes:

On completion of the course, student will be able to

- To develop the skill & knowledge in 3D Modeling.
- Students will understand the knowhow and can function either as an entrepreneur or can take up jobs in the multimedia and animation industry, video studios, edit set-up and other Special Effects sectors

Course Contents

Unit 1	Concept of 3D Design	6 lectures
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	• Difference between 2D and 3D design • 3D softwares • 3D production pipeline	
Unit 2	3Ds Max Workspace	6 lectures
	• Interface of 3Ds Max • Viewport and Navigation • Move, Rotate and Scale tools • Cloning and Array	
Unit 3	3D Modeling	6 lectures
	• Creating Standard and Extended Primitives • Using Modifiers - Object space , Selection and World Space Modifiers • Working with Vertex, Polygon and edge • Introduction to Spline Modelling • NURBS	
Unit 4	Material Editor	6 lectures
	• Compact editor and Slate editor • Shader Concepts • Texture and Maps • UVW Mapping • Unwrap UVW	
Unit 5	3D Lighting	6 lectures
	• Properties of Light • Light Sources - Omni, Spot and Directional light • Ambient Occlusion • Photometric lighting, Standard lighting • Exposure control	
Unit 6	Camera and Rendering	5 lectures
	• Render Setup • Rendering options • Camera types Experiential Learning : Creating physical 3D structure	

Reference books:

- 3D Modeling in Silo: The Official Guide" by Antony Ward-Publisher: Sybex
- 3ds Max Speed Modeling for 3D Artists" by Thomas Mooney-Publisher: CRC Press
- Digital Lighting and Rendering" by Jeremy Birn-Publisher: New Riders

Reference Links

- Evermotion: <https://evermotion.org/>
- TurboSquid: <https://www.turbosquid.com/>
- 3DTotal: <https://www.3dtotal.com/>

Progressive Education Society's
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Subject 2 (Practical)**Course Code : 24CsAnmU1202****Course Name :Lab Course on 24CsAnmU1202(3D Modeling)****Teaching Scheme: TH: 4 Hours Practical/Week****Credit: 02****Examination Scheme: CIA: 20 Marks****End-Sem: 30 Marks****Prerequisite Courses:**

- Basic drawing skill, visual storytelling and concept of moving images should be known.
- Knowledge of basic Computer hardware & software is also necessary.
- Basic Knowledge of cel & 2D Animation

Course Objectives:

- Define Computer-based Animation
- 2D Splines, Shapes & compound object
- 3D Modeling
- Lighting & Camera
- Texturing
- Rendering with M-Ray

Course Outcomes:

On completion of the course, student will be able to

- To develop the skill & knowledge in 3D Modeling.
- Students will understand the knowhow and can function either as an entrepreneur or can take up jobs in the multimedia and animation industry, video studios, edit set-up and other Special Effects sectors

Practical Topics:

Practical 1	Create Basic 3D Model Chair and Table
Practical 2	Create a sofa using extended primitives
Practical 3	Create a chess board using modifiers
Practical 4	Create a Gramophone
Practical 5	Make a table with a computer on it.
Practical 6	Make a Textured Perfume Bottle
Practical 7	Create a Bicycle
Practical 8	Create a TV Cabinet
Practical 9	Model 3D bike using reference Images
Practical 10	Model 3D Car using reference Images
Practical 11	Create a 3D House using proper plan and references
Practical 12	Model Exterior of 4 Storey Building with proper floor plan
Practical 13	Render the Interior Scene using Vray lights and render settings
Practical 14	Render the Exterior Scene using Vray lights and render settings
Practical 15	Create a 3D Cartoon Character

Progressive Education Society's
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Subject 3 (Practical)
Course Code : 24CsAnmU1301
Course Name : Lab Course on Animation Project

Teaching Scheme: TH: 8 Hours Practical/Week

Credit: 04

Examination Scheme: CIA: 40 Marks

End-Sem: 60 Marks

Prerequisite Courses:

- Basic drawing and writing skills
- Creativity and compositional sense.

Course Objectives:

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Course Outcomes:

Practical Topics:

Practical 1	Define Idea , Develop 3 ideas for a story
Practical 2	Define Genres, pick any 3 genres and describe them
Practical 3	Define Plot , Write a plot for a genre of your choice.
Practical 4	Develop a character by taking inspiration around you. Give details about the reference taken.
Practical 5	Develop a character bible for a character of your imagination.
Practical 6	Create a imaginary world and describe its time period in detail.

Practical 7	Create a imaginary world and describe its geography in detail
Practical 8	Create a imaginary world and describe its culture in detail
Practical 9	Create a imaginary world and illustrate some scenes from that world
Practical 10	Research and document the area around you for further references in animation. Cite examples of where you can use it.
Practical 11	Create a storyboard based on your real life experience.
Practical 12	Create a storyboard on a poem from school
Practical 13	Create a storyboard for a folk tale.
Practical 14	Create an animatic for the final animation project
Practical 15	Create a Final project folder consisting of all the documents of the project.

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Open Elective (OE)
Course Code : 24CsAnmU1401
Course Name : Lab Course on Foundation Art

Teaching Scheme: TH: 4 Hours Practical/Week

Credit: 02

Examination Scheme: CIA: 20 Marks

End-Sem: 30 Marks

Prerequisite Courses:

- Drawing Skills, Creative & Logical thinking ability

Course Objectives:

- To understand drawing as the most powerful visual representation, to make hands free.
- Learn to create simple objects, Perspective drawing, lights and shades, how to create cartoons drawing.

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 drawing skills.
- Students will be able to create professional artworks.

Practical Topics:

Practical 1	Primitive Geometry
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Practical 2	Perspective Drawing
Practical 3	Introduction to Anatomy
Practical 4	Foreshortening
Practical 5	Light and Shadow Study
Practical 6	Pencil Shading
Practical 7	Color Theory
Practical 8	Color Symbolism
Practical 9	Cartoon Drawing
Practical 10	Facial Expressions
Practical 11	Caricature Drawing
Practical 12	Rapid Sketching
Practical 13	Outdoor Sketching
Practical 14	Memory Drawing
Practical 15	Coloring or finishing Artwork

Progressive Education Society's
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Skill Education System (SEC)
Course Code : 24CsAnmU1601
Course Name : Lab Course on Foundation Art I

Teaching Scheme: TH: 4 Hours Practical/Week

Credit: 02

Examination Scheme: CIA: 20 Marks

End-Sem: 30 Marks

Prerequisite Courses:

- Drawing Skills, Creative & Logical thinking ability

Course Objectives:

- To understand drawing as the most powerful visual representation, to make hands free.
- Learn to create simple objects, Perspective drawing, lights and shades, how to create cartoons drawing.

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 drawing skills.
- Students will be able to create professional artworks.

Practical Topics:

Practical 1	Primitive Geometry
Practical 2	Perspective Drawing
Practical 3	Introduction to Anatomy

Practical 4	Foreshortening
Practical 5	Light and Shadow Study
Practical 6	Pencil Shading
Practical 7	Color Theory
Practical 8	Color Symbolism
Practical 9	Cartoon Drawing
Practical 10	Facial Expressions
Practical 11	Caricature Drawing
Practical 12	Rapid Sketching
Practical 13	Outdoor Sketching
Practical 14	Memory Drawing
Practical 15	Coloring or finishing Artwork

Progressive Education Society's
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Level:- 4.5 (First Year) Sem:II

Subject 1 (Theory)
Course Code : 24CsAnmU2101
Course Name : Basics of Animation-II

Teaching Scheme: TH: 2 Hours Theory/Week

Credit: 02

Examination Scheme: CIA: 20 Marks

End-Sem: 30 Marks

Prerequisite Courses:

- Basic drawing skill
- Creative ability.

Course Objectives:

- To understand Fundamentals of Animation
- Learn to create Animatics for animation projects
- Learn to create simple 2D animations

Course Outcomes:

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

- Students will have improved their animation skills.
- Students will develop story board skills.
- Students will be able to create animation projects in 2D.

Course Contents

Unit 1	Character Design	7 lectures
	● Character Bible ● Character turnaround ● Props	
Unit 2	Background design	6 lectures

	• Outdoor background • Indoor background • Background Themes • Color Palette of Background	
Unit 3	Animatics	6 lectures
	• Graphic Animation • Line testing • Animatics with sound	
Unit 4	Animation Movements	6 lectures
	• Trajectory • Observing real life action • Sequential movement drawing	
Unit 5	In- between Drawing	6 lectures
	• Pose to pose Animation • Straight ahead Animation	
Unit 6	Experiential Learning	2 lectures
	• Creating an animated Short film	

Reference books:

- The Animator's Survival Kit" by Richard Williams-Publisher: Faber & Faber
- The Illusion of Life: Disney Animation" by Frank Thomas and Ollie Johnston-Publisher: Disney Editions
- The Complete Idiot's Guide to Animation" by Josiah Neeley-Publisher: Alpha Books

Reference Links

- The 12 Principles of Animation" by Disney Animation Studios:
<https://www.disneyanimation.com/studio/animation-basics/>
- The Animator's Survival Kit" by Richard Williams:
<https://www.theanimatorssurvivalkit.com/>
- Introduction to Animation" by Khan Academy:
<https://www.khanacademy.org/partner-content/pixar/introduction-to-animation>

Progressive Education Society's
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Subject 1 (Practical)
Course Code : 24CsAnmU2102
Course Name :Lab Course on 24CsAnmU2102

Teaching Scheme: TH: 4 Hours Practical/Week

Credit: 02

Examination Scheme: CIA: 20 Marks

End-Sem: 30 Marks

Prerequisite Courses:

- Basic drawing skill
- Creative ability.

Course Objectives:

- To understand Fundamentals of Animation
- Learn to create Animatics for animation projects
- Learn to create simple 2D animations

Course Outcomes:

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

- Students will have improved their animation skills.
- Students will develop storyboard skills.
- Students will be able to create animation projects in 2D.

Practical Topics:

Practical 1	Butterfly Animation
Practical 2	Swing movements
Practical 3	Climbing action
Practical 4	Fish swimming Animation
Practical 5	Dance Animation

Practical 6	Bi-ped Run cycle
Practical 7	Bird Fly cycle
Practical 8	Bi-ped Front and back walk cycle
Practical 9	Quadruped Run cycle
Practical 10	Swimming movements
Practical 11	Contraption Animation
Practical 12	Crain Movement
Practical 13	Making use of different scenes in one animation
Practical 14	Design Project: Creating a stop motion animation project
Practical 15	Design Project: Creating a short film on a children's story/poem

Progressive Education Society's
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Subject 2 (Theory)
Course Code : 24CsAnmU2201
Course Name : 3D Modeling II

Teaching Scheme: TH: 2 Hours Theory/Week

Credit: 02

Examination Scheme: CIA: 20 Marks

End-Sem: 30 Marks

Prerequisite Courses:

- Basic drawing skill, visual storytelling and concept of moving images should be known.
- Knowledge of basic Computer hardware & software is also necessary.
- Basic Knowledge of cel & 2D Animation

Course Objectives:

- Define Computer-based Animation
- 2D Splines, Shapes & compound object
- 3D Modelling and Animation
- Lighting & Camera
- Texturing
- Rendering with M-Ray
- Particle system

Course Outcomes:

On completion of the course, student will be able to

- To develop the skill & knowledge in 3D Modelling and Animation
- Students will understand the knowhow and can function either as an entrepreneur or can take up jobs in the multimedia and animation industry, video studios, edit set-up and other Special Effects sectors
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Course Contents

Unit 1	3D Animation	6 lectures
	- Using Timeline - Timeline configuration - Moving Objects - Path Animation - Morphing Objects	
Unit 2	Rigging	6 lectures
	- Forward Kinematics - Inverse Kinematics - Setting the bones - Skinning- Bind Skin - Joint Constraints	
Unit 3	Particle System in Max	6 lectures
	- Particle Flow Source (PF Source) - Spray - Snow - Blizzard - P array - P cloud - Super spray	
Unit 4	Cloth Simulation	6 lectures
	- Animating Cloth - Garment Maker - Space Warps	
Unit 5	Atmospheric Effects	6 lectures
	- Fire Effect - Fog Effect - Lens Effect - Render Effect - Auto Secondary	
Unit 6	Solid Body Collisions	5 lectures
	- Soft Body Collision - Rigid Body Collision Experiential Learning : Observing Real life Dynamics	1 Lecture

Reference books:

- 3D Modeling in Silo: The Official Guide" by Antony Ward-Publisher: Sybex
- 3ds Max Speed Modeling for 3D Artists" by Thomas Mooney-Publisher: CRC Press
- Digital Lighting and Rendering" by Jeremy Birn-Publisher: New Riders

Reference Links

- Evermotion: <https://evermotion.org/>

- TurboSquid: <https://www.turbosquid.com/>
- 3DTotal: <https://www.3dtotal.com/>

Progressive Education Society's
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Subject 2 (Practical)
Course Code : 24CsAnmU2202
Course Name :Lab Course on 24CsAnmU2202

Teaching Scheme: TH: 4 Hours Practical/Week

Credit: 02

Examination Scheme: CIA: 20 Marks

End-Sem: 30 Marks

Practical Topics:

Practical 1	Creating keyframe animations for object .
Practical 2	Explore path animation techniques.
Practical 3	Learn how to animate a camera to create dynamic walkthroughs of your scene.
Practical 4	Learn how to rig character for realistic movement and deformation by exploring bone settings.
Practical 5	Forward Kinematics
Practical 6	Inverse Kinematics
Practical 7	Practice animating vehicles with techniques such as wheel rotation, suspension movement
Practical 8	Simulating simple dynamics: gravity, wind, and collision
Practical 9	Understanding particle systems for basic effects
Practical 10	Learn how to simulate fog effect using particle systems and dynamics
Practical 11	Simulate fire effect using particle systems and dynamics
Practical 12	create effects like rain, snow
Practical 13	Cloth simulation: cloth movement and interaction with other objects in

	your scene
Practical 14	Practice simulating pouring water into a glass
Practical 15	Apply your simulation skills to create a fountain animation

Progressive Education Society's
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Open Elective (OE)
Course Code : 24CsAnmU2401
Course Name : Lab Course on Calligraphy & Typography

Teaching Scheme: TH: 4 Hours Practical/Week

Credit: 02

Examination Scheme: CIA: 20 Marks

End-Sem: 30 Marks

Prerequisite Courses:

- Basic drawing skill
- Creative Visualization

Course Objectives:

- Define Calligraphic and typographic aspects

Course Outcomes:

On completion of the course, student will be able to

- To develop the skill & knowledge of Calligraphy and typography.
- Students will be able to create Creative projects.

Practical Topics:

Practical 1	Calligraphy Concepts
Practical 2	Stroke styles
Practical 3	Calligraphic techniques
Practical 4	Elements of Typography
Practical 5	Typeface (Font)
Practical 6	Typography aspects
Practical 7	Font Family

Practical 8	Paragraph Formatting
Practical 9	Text Aesthetics
Practical 10	Text effects
Practical 11	Laws of typography
Practical 12	Digital Calligraphic techniques
Practical 13	Designing Artwork with Calligraphy
Practical 14	Designing Artwork with Typography
Practical 15	Creating one's own calligraphy/font

Progressive Education Society's
**Modern College of Arts, Science and Commerce (Autonomous),
Shivajinagar, Pune 5**

Skill Education System (SEC)
Course Code : 24CsAnmU2601
Course Name : Lab Course on Foundation Art-II

Teaching Scheme: TH: 4 Hours Practical/Week

Credit: 02

Examination Scheme: CIA: 20 Marks

End-Sem: 30 Marks

Prerequisite Courses:

- Design Skill

Course Objectives:

- To understand the basics and principles of design.
- Learn to create 3D models from different materials.
- to develop a commercial sense from art and design.

Course Outcomes:

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

- improve their designing power
- Develop modeling skills.
- Students will be able to create sets for Film and Animation projects.
- appreciate artwork in various styles and eras.
- Work effectively with brands and organizations.

Practical Topics:

Practical 1	Visual Design
Practical 2	Elements of Design
Practical 3	Principles of Design
Practical 4	Space - positive & negative space
Practical 5	Gestalts Laws of Design

Practical 6	Movements in art
Practical 7	Realism
Practical 8	Symbolism
Practical 9	Minimalism
Practical 10	Materials and modeling:Paper arts
Practical 11	Materials and modeling:Cloth
Practical 12	Materials and modeling:Clay
Practical 13	Materials and modeling:Cut out
Practical 14	Materials and modeling:Shadow play
Practical 15	Set Design