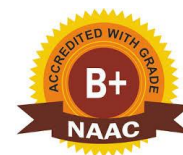# AAER's
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Course Outcomes

The examination format consists of continuous assessment, which accounts for 30 marks for internal evaluation and 70 marks for external evaluation.

Class : F.Y.B.Sc(Animations) (Semester-I)

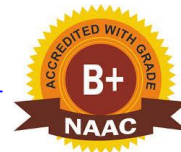| Sr. No.	Course Name	Course Outcomes
1.	Basics of Animation	Students will have a comprehensive understanding of the history, techniques, and principles of animation.
		Students will be proficient in using animation software and hardware tools for both 2D and 3D animation production.
		Students will be able to apply animation principles effectively to create compelling character animations and dynamic environments and develop storyboard animation sequences, incorporating audio elements and utilizing various camera angles and shot compositions.
		Students will gain appreciation for the interdisciplinary nature of animation, integrating elements from art, design, and storytelling into their animation projects.
		Students will develop critical thinking and analytical skills through the study and analysis of classic and contemporary animation films.
		Students will be prepared to pursue further studies or careers in animation, film production, game design, or related fields.
2	Lab Course on ANM-101-T	Identify and apply the 12 Animation Principles through Digital Animation.
		Understand timing and motion through key-frames, holds and in-betweens
		Demonstrate skills in the use of industry standard tools
3	Foundation of Art	Could you please summarize the fundamental principles of drawing and handling
		Materials, emphasizing the significance of design elements? Additionally, could you
		Provide an example of how to apply one to two-point perspective in drawing.
		Discuss the principles of color theory and color harmony in drawing and sketching.
		Demonstrate rendering techniques with suitable styles and proportions
4	Lab Course on ANM-103-T	Could you please summarize the fundamental principles of drawing and handling
		Materials, emphasizing the significance of design elements? Additionally, could you
		Provide an example of how to apply one to two-point perspective in drawing.
		Discuss the principles of color theory and color harmony in drawing and sketching.
		Demonstrate rendering techniques with suitable styles and proportions.

5	ANM105S3 Vector Design (Illustrator)	Recall theoretical knowledge of print and digital media.
		Explain various concepts of digital art.
		Illustrate the usage of various tools for Vector graphic software.
		Identify various points of raster designing and vector art style.
		Compare Concept Art and Fantasy Art while converting from paper to digital format.
		Understanding of various photo editing techniques, including color correction, retouching, cropping, and resizing.
6	Lab Course on ANM-105-T	Recall theoretical knowledge of print and digital media.
		Explain various concepts of digital art.
		Illustrate the usage of various tools for Vector graphic software.
		Identify various points of raster designing and vector art style.
		Compare Concept Art and Fantasy Art while converting from paper to digital format.
		Understanding of various photo editing techniques, including color correction, retouching, cropping, and resizing.
7	Basics of Digital Photography and Film Making	**Creative Expression:** Students will develop a personal style and aesthetic in their photography and filmmaking, effectively utilizing composition, lighting, and framing techniques to convey emotion, mood, and narrative.
		Problem-Solving Skills: Students will be able to identify and address technical challenges in photography and filmmaking, such as exposure issues, lighting problems, and composition dilemmas, through critical thinking and creative problem-solving.
		Portfolio Development: Students will compile a portfolio of their own photographic and cinematic work, showcasing their technical skills, creative vision, and ability to effectively communicate ideas through visual media.
		Critical Analysis: Students will critically analyze and evaluate their own work and the work of others, providing constructive feedback and identifying areas for improvement in terms of technical execution, creativity, and storytelling effectiveness.
8	Character Design	Mastery of character design principles.
		Creation of original characters for animation.
		Proficiency in traditional and digital design techniques.
		Adaptation of designs to animation requirements.
		Development of a professional character design portfolio.

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Class : F.Y.B.Sc(Animation) (Semester-II)

Sr. No.	Course Name	Course Outcomes
1.	Digital Graphics (Photoshop)	Recall theoretical knowledge of print and digital media.
		Explain various concepts of digital art.
		Illustrate the usage of various tools for raster graphic software.
		Identify various points of raster designing and vector art style.
		Compare Concept Art and Fantasy Art while converting from paper to digital format.
		Understanding of various photo editing techniques, including color correction, retouching, cropping, and resizing.
2	Lab Course on ANM-151-T	To make the students understand raster graphic software.
		To acquaint them with the basic utilities of Photoshop
		To help them manage graphic, print media and concept design work.
3	Print Design (InDesign)	Proficiency: Master InDesign's tools for print and digital media.
		Design Skills: Learn typography, color theory, and layout composition.
		Efficiency: Work faster with shortcuts and best practices.
		Portfolio: Build a showcase of your design work.
		Collaboration: Utilize collaboration features for teamwork.
		Certification: Gain recognition with Adobe certifications.
		Career: Access roles in design, marketing, and publishing.
4	Lab course on ANM-153-T	Proficient layout design for print and digital media.
		Mastery of InDesign's formatting, image import, and layout tools.
		Versatile project creation including flyers, brochures, and eBooks.
		Seamless integration of typography and graphics.
		Preparation for careers with a diverse design portfolio.
5	Production Process	Describe the working of stop motion industry.
		Differentiate techniques between cut-out animation and claymation.
		Classify armature and miniature modelling.
		Explain the process of handling materials for clay modelling and cutout animation.

|		Review the techniques of tool handling.
6	Lab Course on ANM-155-T	Describe the working of stop motion industry.
		Differentiate techniques between cut-out animation and claymation.
		Classify armature and miniature modelling.
		Explain the process of handling materials for clay modelling and cutout animation.
		Review the techniques of tool handling.
7	Basics of Image Editing and Video Editing	Students will demonstrate proficiency in using software such as Adobe Photoshop, Adobe Premiere Pro, or similar tools for editing photos and videos.
		Students will be able to apply basic editing techniques such as cropping, color correction, and image manipulation to enhance the visual quality of photos and videos.
		Students will understand the principles of composition, lighting, and visual aesthetics, and apply them effectively in their editing projects.
		Students will be able to create cohesive narratives and convey emotions through editing choices in both photos and videos.
		Students will develop a portfolio of edited photos and videos showcasing their technical skills and creative vision.
		Students will participate in peer critiques and provide constructive feedback on their classmates' work.
		Students will demonstrate the ability to adapt to new editing challenges and incorporate feedback to improve their editing skills.
6	Digital Photography	**Creative Expression:** Students will develop a personal style and aesthetic in their photography and filmmaking, effectively utilizing composition, lighting, and framing techniques to convey emotion, mood, and narrative.
		Problem-Solving Skills: Students will be able to identify and address technical challenges in photography and filmmaking, such as exposure issues, lighting problems, and composition dilemmas, through critical thinking and creative problem-solving.
		Portfolio Development: Students will compile a portfolio of their own photographic and cinematic work, showcasing their technical skills, creative vision, and ability to effectively communicate ideas through visual media.
		Critical Analysis: Students will critically analyze and evaluate their own work and the work of others, providing constructive feedback and identifying areas for improvement in terms of technical execution, creativity, and storytelling effectiveness.

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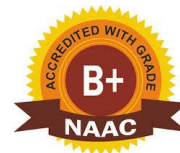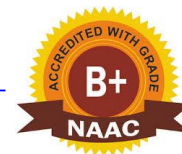
Course Outcomes

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Class : S.Y.B.Sc(Animation) (Semester-IIIII)

Sr. No.	Course Name	Course Outcomes
1.	3D Animation (3Ds Max)	Understand and apply the principles of 3D animation using 3Ds Max software.
		Create 3D models, textures, and lighting effects for animated scenes.
		Develop and render 3D animations, focusing on realistic motion, lighting, and camera angles.
		Master 3D character animation and rigging techniques for interactive animation projects.
2	Lab Course on ANM-201-MJ	Gain hands-on experience with 3Ds Max tools and features used in 3D animation.
		Apply theoretical knowledge to practical projects, such as modeling, rigging, and texturing.
		Experiment with different rendering techniques and optimize workflow in 3D animation production.
		Troubleshoot common issues in 3D animation and rendering processes.
		Develop the ability to create a comprehensive 3D animated project from concept to final render.
3	Film Making Fundamentals	Understand the basic principles and techniques involved in filmmaking, including pre-production, production, and post-production processes.
		Learn about the different film genres, visual styles, and the role of cinematography.
		Gain skills in scriptwriting, storyboarding, and directing to produce short films.
		Develop an understanding of the roles and responsibilities of a film crew during a project.
		Create a short film project, incorporating film techniques and digital editing skills.
4	Mini Project Based on Graphic Design	Apply design principles to create a functional graphic design project.
		Use graphic design software such as Adobe Illustrator, Photoshop, or others to develop design assets.
		Enhance creativity in visual communication through typography, color theory, and layout design.
		Develop project management skills by managing time, resources, and client feedback.
		Prepare and present a completed graphic design project for professional evaluation.
5	Design Thinking	Understand the core principles of design thinking and its relevance in creative industries.
		Apply empathy, ideation, and prototyping techniques to solve design problems.
		Develop critical thinking and problem-solving skills in design and innovation processes.
		Conduct user research and analysis to inform the design process and decision-making.
		Create solutions based on user-centered design principles and present prototypes effectively.
6	2D Animation (Animate)	Learn to create 2D animations using Adobe Animate or other similar software.
		Master key animation principles such as timing, spacing, anticipation, and ease-in/ease-out.
		Develop skills in character design, backgrounds, and visual storytelling for 2D animation.
		Produce an animated project, incorporating sound, voiceover, and basic animation effects.
		Understand the use of key frames, tweens, and motion graphics in 2D animation production

7	Designing & Video Animation for Social Media	Gain the ability to design and produce animated video content tailored for social media platforms.
		Understand the importance of visual storytelling and audience engagement in social media.
		Learn the techniques of creating short-form videos and animated posts for digital marketing.
		Apply design principles to optimize animations for various social media formats.
		Create engaging social media content that reflects brand messaging and communication strategies.
8	Film Appreciation and Visual Communication	Develop an understanding of the history and evolution of cinema, film genres, and cinematic techniques.
		Analyze and critique films based on visual language, narrative structure, and cultural context.
		Appreciate the role of visual communication in storytelling and media production.
		Develop the ability to apply film theory concepts to practical filmmaking projects.
		Gain insights into visual aesthetics and the impact of cinema on society and culture.
9	Soft Skills – I	Improve communication skills, both verbal and non-verbal, for effective interpersonal interactions.
		Enhance teamwork and collaboration abilities, with a focus on conflict resolution and active listening.
		Build self-awareness and emotional intelligence to handle workplace challenges.
		Develop leadership skills and the ability to motivate and inspire others in group settings.
		Learn to manage time effectively and maintain a positive, productive work environment.

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Class : S.Y.B.SC(Animation) (Semester-VV)

Sr. No.	Course Name	Course Outcomes
1.	Advance 3D Animation – I (Maya)	Understand and apply advanced 3D animation techniques using Autodesk Maya software.
		Develop complex 3D models, textures, and environments for animation projects.
		Master character rigging, facial animation, and advanced motion techniques in Maya.
		Create realistic simulations and special effects such as cloth, fluid, and particle systems.
		Produce high-quality, production-ready 3D animations for various media platforms.
2	Lab Course on ANM-251-MJ	Gain hands-on experience with Maya software, implementing techniques learned in ANM-251-MJ.
		Create, rig, and animate 3D models with attention to detail, utilizing the advanced features of Maya.
		Work on individual and group animation projects, refining skills in lighting, texturing, and rendering.
		Troubleshoot common technical challenges in 3D animation workflows and optimize animations for production.
		Produce an advanced 3D animation project, showcasing the integration of multiple animation techniques
3	Mini Project Based on Graphic Design	Apply advanced graphic design techniques and software tools to develop a mini project.
		Enhance creative thinking and problem-solving skills in visual communication.
		Incorporate principles of typography, color theory, and layout in the design process.
		Develop proficiency in delivering a complete design project, from conceptualization to final presentation.
		Receive and incorporate feedback from peers and instructors to improve the design.
4	Documentary on Community Engagement and Service	Understand the principles and methods of documentary filmmaking, especially in the context of community engagement.
		Conduct interviews, research, and fieldwork to gather content for documentary production.
		Apply storytelling techniques to highlight community service and social impact through film.
		Develop skills in video production, including scripting, shooting, and editing.
		Create a documentary that reflects the role of community engagement in social development.
5	Video Editing (Premiere)	Learn the essential tools and techniques in Adobe Premiere Pro for professional video editing.
		Develop the ability to edit video footage, apply effects, transitions, and audio synchronization.
		Understand color grading, audio mixing, and other post-production techniques.
		Enhance storytelling through the manipulation of video content, ensuring coherence and visual appeal.
		Produce high-quality edited video projects, demonstrating proficiency in Premiere Pro's full range of capabilities.
6	Lab Course on ANM-	Gain hands-on experience in video editing through practical exercises using Adobe Premiere Pro.

		291-MN	Work on real-world editing projects, applying the tools and techniques learned in ANM-291-MN.
			Develop an understanding of editing workflow, project management, and file organization.
			Refine video editing skills through continuous practice, focusing on seamless transitions and storytelling.
			Complete a final edited video project showcasing technical skills and creative editing abilities.
7	Explainer Video Animation & Designing for Social Media		Understand the principles and techniques for creating effective explainer videos for social media.
			Learn how to design and animate visual elements that simplify complex ideas for digital audiences.
			Gain proficiency in using animation tools (e.g., After Effects, Animate) to create engaging explainer videos.
			Apply best practices in storytelling, pacing, and visual hierarchy to produce compelling social media content.
			Develop and present an explainer video project that communicates information clearly and effectively to online audiences.
8	Stop Motion Techniques)		Understand the basic principles and techniques of stop-motion animation.
			Learn how to create and manipulate physical objects, characters, or drawings to create a sequence of still images.
			Develop skills in lighting, set design, and camera work specifically for stop-motion production.
			Produce a short stop-motion animation project, incorporating sound design and post-production editing.
			Understand the process of planning, shooting, and editing a stop-motion animation, from concept to final output.
9	Soft Skills – II		Build on interpersonal and communication skills developed in Soft Skills – I.
			Enhance leadership, conflict resolution, and negotiation skills in professional and creative environments.
			Develop team-building strategies, fostering collaboration and cooperation among diverse groups.
			Master professional etiquette, time management, and effective decision-making in a workplace context.
			Strengthen adaptability and resilience in facing work challenges, fostering a growth mindset.

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Class : T.Y.B.Sc(Animation) (Semester-V)

Sr. No.	Course Name	Course Outcomes
1	Advance 3D Animation - II (Maya)	Master advanced character animation, including complex rigs, deformations, and advanced movement in Autodesk Maya.
		Learn to create realistic simulations of natural phenomena, such as cloth, hair, fur, and particles.
		Develop skills in advanced lighting, shading, and rendering techniques for high-quality animations.
		Understand the principles of motion capture and integrate motion data into animated characters.
		Produce high-end 3D animations for professional media and entertainment applications, emphasizing technical and artistic refinement.
2	Lab Course on ANM-301-MJ	Gain practical experience in applying advanced animation techniques learned in ANM-301-MJ using Autodesk Maya.
		Develop complex 3D animated sequences, incorporating sophisticated character rigs and motion.
		Experiment with advanced simulations, including fluid dynamics, soft body simulations, and particle effects.
		Solve real-world animation challenges and troubleshoot technical issues within the Maya environment.
		Complete a final animation project demonstrating proficiency in high-level 3D animation techniques.
3	Blender Animation	Learn the fundamentals and advanced techniques of 3D animation using Blender software.
		Understand the process of 3D modeling, rigging, texturing, and animation within Blender.
		Develop character animation skills, including keyframe animation, rigging, and facial animation in Blender.
		Explore Blender's simulation tools (cloth, fluid, smoke, etc.) to create realistic animations.
		Create a fully animated 3D project from start to finish, demonstrating an understanding of Blender's animation pipeline.
4	Lab Course on ANM-303-MJ	Gain hands-on experience in using Blender for 3D animation and modeling tasks.
		Work on practical assignments to create 3D animated models, scenes, and characters.
		Apply animation techniques such as character rigging, keyframing, and texture mapping in Blender.
		Troubleshoot technical issues and optimize Blender files for performance and rendering.
		Complete a 3D animation project that demonstrates proficiency in Blender's tools and animation principles.
5	Motion Graphics & Compositing (After Effects)	Understand the fundamentals of motion graphics, including timing, visual storytelling, and animation principles in After Effects.
		Learn to create animated text, visual effects, and dynamic elements using Adobe After Effects.
		Gain proficiency in compositing, integrating multiple visual elements to create seamless

		animations.
		Apply advanced effects such as particle systems, 3D layers, and camera tracking for complex motion graphics.
		Develop and produce professional-quality motion graphics and compositions for films, TV, and digital media.
6	Lab Course on ANM-310-ME	Gain practical experience using Adobe After Effects to create motion graphics and compositing.
		Work on assignments that focus on text animation, visual effects, and 3D compositions.
		Develop proficiency in using After Effects' keyframes, masking, and advanced compositing techniques.
		Troubleshoot issues related to rendering, compositing, and visual effects workflows.
		Complete a final motion graphics project, showcasing skills in both animation and compositing.
7	Visual Effect (Silhouette)	Understand the core principles and techniques of visual effects using Silhouette software.
		Master rotoscoping, tracking, and advanced matte painting to integrate live-action footage with CGI elements.
		Learn how to handle complex visual effects shots, including advanced keying, color correction, and masking.
		Gain proficiency in compositing 2D and 3D elements to create realistic visual effects.
		Develop the skills to create polished visual effects shots for film, TV, and advertising projects.
8	Lab Course on ANM-312-ME	Gain hands-on experience in using Silhouette for rotoscoping, tracking, and visual effects creation.
		Work on visual effects projects, integrating live-action footage with CGI elements.
		Apply advanced techniques for shot stabilization, color grading, and matte painting.
		Troubleshoot and optimize workflows to produce high-quality visual effects.
		Complete a professional-level visual effects project, demonstrating the application of learned skills.
9	3D Sculpting (ZBrush)	Learn the fundamentals of digital sculpting using ZBrush, including brushes, tools, and techniques for creating high-detail models.
		Develop 3D character models with a focus on anatomy, textures, and detailing.
		Gain skills in creating realistic surfaces and applying advanced techniques like dynamic subdivisions and displacement maps.
		Learn to work with ZBrush's UV mapping tools to create 3D models ready for animation or 3D printing.
		Produce a fully detailed 3D sculpting project that demonstrates proficiency in ZBrush's modeling pipeline.
10	Mini Project Based on 2D/3D Animation (Animate/Maya/Blender)	Apply 2D or 3D animation techniques learned in previous courses (Animate, Maya, Blender) to a personal project.
		Develop a complete animation project, focusing on concept development, storyboarding, animation, and rendering.
		Integrate advanced animation techniques such as rigging, keyframing, and simulation into the project.
		Demonstrate problem-solving skills and the ability to manage time and resources effectively throughout the project.
		Present the final animation project, showcasing a cohesive understanding of 2D/3D animation techniques.
11	White Board Animation and SketchUp Design	Learn the principles of whiteboard animation and how to effectively communicate ideas through hand-drawn visuals.
		Gain proficiency in creating whiteboard animations using specialized software (e.g., VideoScribe or Doodly).
		Understand the basic functionality of SketchUp for designing 3D models and environments.
		Develop skills to combine SketchUp designs with whiteboard animation to create engaging presentations or explainer videos.
		Produce a professional-level whiteboard animation and 3D design project, demonstrating creativity and technical expertise.

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Course Outcomes

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Class : T.Y.B.Sc(Animation) (Semester-VI)

Sr. No.	Course Name	Course Outcomes
1.	Visual Effect-I (Nuke)	Gain a deep understanding of compositing techniques using Nuke, a leading VFX software.
		Learn to integrate live-action footage with computer-generated elements seamlessly.
		Master key visual effects tasks such as rotoscoping, keying, tracking, and color grading.
		Develop proficiency in creating complex composites, working with 3D camera tracking, and depth passes.
		Produce polished visual effects sequences that demonstrate advanced compositing techniques in Nuke.
2	Lab Course on ANM-351-MJ	Apply theoretical knowledge from ANM-351-MJ through hands-on practice using Nuke.
		Work on real-world VFX assignments that integrate 3D, live-action, and CGI elements.
		Develop proficiency in advanced compositing techniques, such as color correction, rotoscoping, and keying.
		Troubleshoot and refine composite shots to ensure high-quality visual effects output.
		Complete a final VFX project demonstrating mastery in Nuke's compositing and visual effects tools.
3	Augmented Reality (AR) (Unity)	Understand the principles of augmented reality and its application in interactive media.
		Learn how to design and develop AR experiences using Unity and AR development platforms (e.g., Vuforia).
		Gain skills in integrating 3D models, animations, and UI elements into AR environments.
		Develop proficiency in testing, debugging, and optimizing AR experiences for different devices.
		Create interactive AR projects, incorporating both real-world and digital elements for a seamless user experience.
4	Lab Course on ANM-353-MJ	Gain hands-on experience in building AR applications using Unity.
		Develop and implement interactive features within AR projects, such as object recognition and user interaction.
		Learn to test AR applications across different devices, optimizing for performance and user experience.
		Integrate 3D models, animations, and UI elements into AR scenes effectively.
		Complete a working AR project, demonstrating technical expertise in AR development using Unity.
5	Visual Effect-II (Silhouette)	Understand the advanced features and techniques of Silhouette for visual effects and rotoscoping.
		Learn to create complex visual effects shots, focusing on advanced tracking, keying, and color grading.
		Master techniques for handling difficult shots, such as removing unwanted objects,

		background replacement, and multi-layer compositing.
		Develop skills in the creation and integration of matte paintings, digital doubles, and 3D elements.
		Produce high-quality visual effects shots that demonstrate mastery of Silhouette's compositing capabilities.
6	Lab Course on ANM-360-ME	Gain hands-on experience in using Silhouette software to create visual effects for complex shots.
		Apply advanced techniques like rotoscoping, tracking, keying, and color correction on real-world VFX projects.
		Develop proficiency in managing and integrating multi-layered VFX elements into a seamless shot.
		Troubleshoot and optimize VFX workflows to meet professional standards of quality.
		Complete a final visual effects project that demonstrates an advanced understanding of Silhouette and compositing techniques.
7	Motion Graphics & Compositing (After Effects)	Understand advanced motion graphics techniques in Adobe After Effects for professional-quality projects.
		Learn to integrate dynamic text, effects, and 3D layers to create immersive motion graphics sequences.
		Gain proficiency in compositing techniques, including color grading, layering, and blending visual elements.
		Explore the use of After Effects' advanced features, such as particle effects, expression-driven animation, and camera tracking.
		Produce a motion graphics project that demonstrates technical mastery and creative storytelling.
8	Lab Course on ANM-362-ME	Apply the skills and techniques learned in ANM-362-ME to create professional motion graphics and compositing projects in After Effects.
		Develop complex animations, using motion graphics, visual effects, and compositing principles to enhance visual storytelling.
		Work on real-world assignments that require problem-solving, project management, and technical proficiency.
		Integrate audio, video, and graphic elements into seamless motion graphics projects.
		Complete a final motion graphics project demonstrating advanced skills in animation and compositing.