Name of the Program	B.A. / B.Sc. (LIBERAL EDUCATION)			Year/ Semester:	1st / 2nd
Course Name	Concept of Graphics and Illustration	Course Code:	ANI102	Type:	Theory
Credits	05			Total Sessions Hours:	75 Hours
Evaluation Spread	Internal Continuous Assessment:	50 Marks		End Term Exam:	50 Marks
Type of Course	○ Compulsory	◉ Core		○ Creative	○ Life Skill
Course Objectives	1. The prime objective of this course is to develop formal knowledge of art (e.g., visual elements and principles of art) and knowledge of art forms, media, materials, techniques, and how to apply and synthesize the elements and principles of art. 2. Apply graphic design principles to the ideation, development, and production of visual messages. 3. Indulge in creative skills, story boarding, and color harmony, as well as gain knowledge of 2D art. 4. Introducing a broad range of creative story-telling skills with the technical know-how of working with Photoshop and Illustrator.				

Course Outcomes(CO): *After the successful course completion, learners will develop following attributes:*

Course Outcome (CO)	Attributes
CO1	Develops the drawing ability and improves the observational skill and rendering of shape, tone, color, pattern, perspective and texture.
CO2	The student will demonstrate how to construct storyboards as a brief form of storytelling by translating gestures and emotions into still digital images. Creating logical sequencing to portray continuity.
CO3	Develop proficiency in using basic and advanced tools and features to manipulate images and graphics. Learn how to work with layers, selections, and masks to create complex designs and artwork
CO4	The student will create and edit all sorts of print documents. Insert images, draw shapes, paint, and type and apply color. Design and save print-ready digital files.
Pedagogy	Interactive, discussion-bases, student-centered, presentation.
Internal Evaluation Mode	Mid-term Examination: 20 Marks Activity: 10 Marks Class test: 05 Marks Online Test/Objective Test: 05 Marks Assignments/Presentation: 05 Marks Attendance: 05 Marks

Session Details	Topic	Hours	Mapped CO
Unit 1	**The History of Animation** Paleolithic (old stone age) cave paintings Zoetrope Phenakistoscope Praxinoscope Flip book Cinematograph **Activity:** Design a basic flip book.	15	CO1
Unit 2	**Concepts of Drawing** Focus on improving a few important aspects of drawing. Master the fundamentals and explanations of various elements of drawing. - Using basic geometric shapes - Drawing in proportion and foreshortening. - Figure Drawing - Expressions - Animated characters - Compositions - Perspective **Activity:** - Drawing of a perspective view - Drawing of character expression - Geometric shapes with the help of drawing	16	CO2, CO1
Unit 3	**Story Boarding** Creating 2D animations with a storyboard like a script, creating a guideline for short animations. - Hand-drawn storyboard - Digital storyboard **Activity:** Story Boarding: To understand the formal structure of a story through storyboard drawings, creating storytelling images, working with single images to tell stories and do gag drawings, Structuring a scene, Finding ways to have progression and punctuation in a sequence	22	CO3
Unit 4	**Adobe Illustrator**	22	CO4,CO2

Vector-based software is used to enhance the editing and creation of vector artwork, illustrations, product designs, and various elements of advertisements. It was used to create a variety of digital and printed images, including cartoons, charts, diagrams, graphs, logos, and illustrations.

- Creating Illustrations
- To design advertising products
- Vector artwork

Activity:

- Design a pamphlet, flyer, or brochure.
- Design a poster.
- Design a headline for different industries.
- Design your cartoon character.

CO-PO and PSO Mapping

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO6
CO1		2	3		3				1			2	3	
CO2	1						2		2		1			
CO3		3	3			2						1		
CO4									2	2				3

Strongcontribution-3,   Averagecontribution-2,   Lowcontribution-1,

Suggested Readings:

Text- Books	1. The Art of Animal Drawing by Ken Hultgren 2. Professional Storyboarding: Rules of Thumb 1st Edition by Sergio Paez 3. Adobe Illustrator for beginners 2021: learn graphic design with illustrator paperback – January 17, 2021 by hector grant 4. Adobe Photoshop: The Complete Tutorial for Beginners to Learn (A Complete Tutorial Guide for Beginners With Tips & Tricks to Learn) Paperback – Import, 31 January 2022 by Sharon Rouleau
Reference Books	• https://ncert.nic.in/ncerts/l/legd103.pdf • https://www.vyond.com/resources/what-is-a-storyboard-and-why-do-you-need-one/ • https://idme-test.ome.ksu.edu/IntroAdobePhotoshopHandout.pdf • https://idme-test.ome.ksu.edu/IntroAdobeIllustrator.pdf
Para Text	**Unit 1:** 1. https://concepts.app/en/learntodraw/ **Unit 2:** 1. https://www.youtube.com/watch?v=NPrkxj2MyZI 2. https://www.youtube.com/watch?v=wcdo2bUP3vk **Unit 3:** 1. https://youtu.be/yvQhFc1wRAM?list=PLV0wFIY3o_cdqWTKPwjZDnN1IYI8x5Qah 2. https://www.youtube.com/watch?v=Q0QOqJvhRm4 **Unit4:** 1. https://www.youtube.com/watch?v=gKFZjRV7L_Q 2. https://www.youtube.com/watch?v=xTzvQkOll2U 3. https://www.youtube.com/watch?v=aLiK4DDY_2M 4. www.vectordiary.com

Recapitulation & Examination Pattern

Internal Continuous Assessment:

Component	Marks	Pattern
Mid Semester	20	**Section A:** Contains **10** MCQs/Fill in the blanks/One Word Answer/ True-False type of questions. Each question carries **0.5 mark.** **Section B:** Contains **07** descriptive questions out of which **05** questions are to be attempted. Each question carries **03 marks**.
Activity/ Practical	10	Will be decided by subject teacher
Class Test	05	Contains **05 descriptive questions.** Each question carries **01** mark.
Online Test/ Objective Test	05	Contains **10 multiple-choice questions.** Each question carries **0.5** mark.
Assignment/ Presentation	05	Assignment to be made on topics and instruction given by subject teacher
Attendance	05	As per policy
Total Marks	**50**	

Course created by: **Ms. Iffat Jahan** **Signature:**	**Approved by:** **Mr. Gaurav Rawat** *Gaurav Rawat* **Signature:**