

Name of the Program	B.A. / B.Sc. (LIBERAL EDUCATION)			Year/ Semester:	3rd / 5th
Course Name	Motion Graphics Compositing & Visual Effects	Course Code:	ANI301P	Type:	Practical
Credits	01			Total Practical Hours:	30 Hours
Evaluation Spread	Internal Continuous Assesment:	10 Marks		End Term Exam:	15 Marks
Type of Course	<input type="radio"/> Compulsory	<input checked="" type="radio"/> Core	<input type="radio"/> Creative	<input type="radio"/> Life Skill	
Course Objectives	<ol style="list-style-type: none"> 1. This course was design to expose the students to the basic visual effect and motion graphics. This includes understanding and designing aspects by using a visual effect and motion graphics application. The students will be expose to the skill of using a visual effect and motion graphics software such as After Effect. 2. Motion graphics designers, sometimes just called motion designers, create artwork for the web, television or film. 3. They use visual effects, animation and other cinematic techniques to bring life to their creations. 4. They design graphics that are in motion—just as their title suggest. 				
Course Outcomes (CO): <i>After the successful course completion, learners will develop following attributes:</i>					
Course Outcome (CO)	Attributes				
CO1	The techniques and concepts behind animation and motion graphics as well as an ability to communicate and translate ideas into appealing motion design.				
CO2	Student will learn visual effects is to integrate animation or live-action footage into a film because it would be too dangerous or impossible otherwise.				
CO3	Learn easy yet powerful techniques to create the most complex animations. Work with all the transformations tools and short cuts.				
CO4	To understand general workflow of a standard VFX software, basic features of the software interface functions of tools available in the Toolbar, working of key frames in the Dope sheet and To Understand the concept of nodes and how to work with it				
Pedagogy	Interactive, discussion-based, student-centered. program outputs.				
Internal Evaluation Mode	Experiment-Writing and Conductance File Maintenance/ Laboratory Record Continuous Attendance and Participation				
Practical No.	Experiments			Contact Hours	Mapped CO
1.	<ul style="list-style-type: none"> • Advanced Video Creation and Editing Techniques • Working with Masks 			4	CO1, CO2
2.	<ul style="list-style-type: none"> • Animating Layers • Keying • Tracking 			6	CO2
3.	<ul style="list-style-type: none"> • Compositing and animation. 			3	CO3

	<ul style="list-style-type: none"> working in 3D 2D intro 		
4.	<ul style="list-style-type: none"> Mini project of motion graphic advertisements & VFX short story 	17	CO2, CO4

CO-PO and PSO Mapping

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	1		2						1			2		
CO2		3			1	1					3			2
CO3				2						2		1		
CO4	1		2		1			2		1				2

Strong contribution-3, Average contribution-2, Low contribution-1,

Suggested Readings:

Reference Books	1. Adobe After Effects Classroom in a Book (2022 Release) Paperback – Import, 12 January 2022 by Brie Gyncild
E-Resources	https://www.youtube.com/watch?v=hb2bbfiNBXA

Internal Practical Evaluation:

Component	Marks
Experiment-Writing and Conductance	5
File Maintenance/Laboratory Record	2
Continuous Attendance and Participation	1
Viva-Voce	2
Total Marks	10

Course created by: Ms. Iffat Jahan

Signature:

Approved by: Mr. Gaurav Rawat

Signature:

