

Department of Liberal Education
Era University, Lucknow
Course Outline
Effective From: 2023-24

Name of the Program	B.A. / B.Sc. (LIBERAL EDUCATION)			Year/ Semester:	3rd / 5th
Course Name	Movie Production	Course Code:	ANI303	Type:	Theory
Credits	04			Total Sessions Hours:	60 Hours
Evaluation Spread	Internal Continuous Assessment:	50 Marks		End Term Exam:	50Marks
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"> The prime objective of this course is to develop a sense of the 3D production pipeline, which is the path by which a movie goes. Understanding all the elements of the process is the first step to creating your own vision. Creator’s brain to the earth for the world to see. Fundamental skills to animate effectively with simple objects and characters are necessary for work in 3D Animation. 				
Course Outcomes(CO): <i>After the successful course completion, learners will develop following attributes:</i>					
Course Outcome (CO)	Attributes				
CO1	Incorporate 3D animated characters with composited backgrounds utilizing special effects.				
CO2	Apply 3D techniques that demonstrate characters with realistic motion and a full range of emotion in animated characters.				
CO3	By creating a virtual 3D model of your product before it is physically created we can pinpoint any errors and adjust the product accordingly.				
CO4	Utilize a variety of digital applications including video and audio editing software and technologies. Integrate sophisticated technologies into 3D animated films, videos and games.				
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	Pre-Production <ul style="list-style-type: none"> • Script • Storyboard • Animatic • Design. 			15	CO1

	Activity: Design a short story, and animation of the story		
Unit 2	Production <ul style="list-style-type: none"> • Layout • R&D • Modeling • Texturing • Rigging/Setup • Animation • VFX • Lighting • Rendering Activity: Creating shapes, editable splines. And models of polygons	15	CO2
Unit 3	Post-Production <ul style="list-style-type: none"> • Compositing • 2D VFX/Motion Graphics • Color Correction • Final Output Activity : Design a motion graphics of 30 sec	15	CO3
Unit 4	Basic Modeling Maya has several different types of objects that you can use for different things. Most for modeling objects, but there are some other "help objects"that you can use for constructing different elements in your scene. <ul style="list-style-type: none"> • Polygon objects NURBS objects • Locators • Image planes Activity: Creating the plan, Boolean compound object.	15	CO4

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			1	3	2			2			1			
CO2		2	2	3	1		1						2	
CO3			1					1			3			
CO4	1			1		2			2					

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

Suggested Readings:

Text- Books	<ol style="list-style-type: none"> 1. The Complete Film Production Handbook (American Film Market Presents) Paperback – 21 April 2010 by Eve Light Honthaner 2. Production Pipeline Fundamentals for Film and Games Paperback – Illustrated, 14 March 2014 by Renee Dunlop
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Reference Books	https://dreamfarmstudios.com/blog/3d-animation-pipeline/ https://businessofanimation.com/8-steps-of-the-3d-animation-production-pipeline/	
Para Text	Unit 1: 1. https://youtu.be/ol1yZiH2_uc 2. https://youtu.be/a2hDU1u1LOM Unit 2: 1. https://youtu.be/eS6gI1bAvPA Unit 3: 1. https://youtu.be/ru0tQRJ4qKs 2. https://youtu.be/IBTEBhAouKc Unit4: 1. https://youtu.be/At9qW8ivJ4Q 2. https://youtu.be/cdgJaMGx6XM	
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**

Signature: 