



Pune Vidyarthi Griha's
College of Science, Pune -09

PVGCOS

NAAC

6.5.2

2020-21

P.V.G's College of Science, Pune - 411009


CHOICE BASED CREDIT SYSTEM SYLLABUS TO BE IMPLIMENTED FROM ACADEMIC YEAR 2021-2022

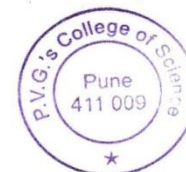
New Syllabus Completion Report up to 28th FEB 2022

FY BSc Animation (SEMESTER 1)

Sr. No.	subject code	Name of Subject	Name of the Teacher	Completion in % (Percentage)
1	ANM101	FOUNDATION OF ART	Prof. Ashish Thorat	100 %
2	ANM102	BASICS OF ANIMATION	Prof. Siddhant Khandagale	100 %
3	ANM103	INTRODUCTION TO DIGITAL GRAPHICS - IMAGE EDITING (VECTOR)	Prof. Siddhant Khandagale	100 %
4	ANM104	INTRODUCTION TO PROGRAMMING LANGUAGES	Prof. Ajita Bokil	100 %


Class Teacher


(Dr. Sanjay Kumar Gaikwad)
Principal



Practical

5	ANM105	FOUNDATION OF ART (SKETCHING) & FLIPBOOK ANIMATION	Prof. Ashish Thorat / Prof. Siddhant Khandagale	100 %
6	ANM106	INTRODUCTION TO DIGITAL GRAPHICS – IMAGE EDITING (VECTOR)	Prof. Siddhant Khandagale	100 %
7	ANM107	PROGRAMMING WITH C	Prof. Ajita Bokil	100 %
8	ANM108	3D VISUALIZATION (3DS MAX)	Prof. Ameer M. Inamdar	100 %

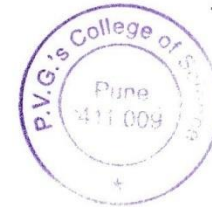


Class Teacher



(Dr. Sanjaykumar Gaikwad)

Principal



P.V.G's College of Science,Pune - 411009

FEB -2022

AcademicYear : 2021-22

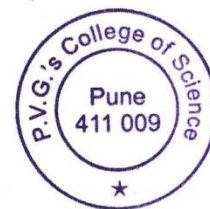
Monthly report Class: F.Y.B. Animation

**Subject:
Basics of Animation
(BA) New Syllabus**

Name of Subject Teacher : Prof. Siddhant Khandagale

Sr. No	Date& Time	No. of Students Present	Topic Covered	
1	01-02-2022 01.15 pm to 4.30 pm	9	Developing Animation Storyboard 9.2. Types of shots and Camera angles	FEB -2022 New Syllabus
2	02-02-2022 01.15 pm to 4.30 pm	9	History of Animation - India 1.1 Films Division Tree of Unity- Films Division (1972)	
3	03-02-2022 01.15 pm to 4.30 pm	8	History of Animation - India 1.2 Bhimsain, Ram Mohan, Ajit Rao, NID	
4	08-02-2022 01.15 pm to 4.30 pm	10	Animation Glossary 3.1 Terms used in 2D Animation, Key frames, storyboard, In-between, staging, character design, backgrounds, sound breakdown, dope sheet etc.	
5	09-02-2022 01.15 pm to 4.30 pm	10	Animation Glossary 3.2 Terms used in 3D Animation & VFX - Modelling, Rigging...	FEB -2022 New Syllabus
6	10-02-2022 01.15 pm to 4.30 pm	10	Development of Characters 7.1. Case Studies of famous animation characters. E.g. Oswald Rabbit, Tom and Jerry, Beauty and the Beast	
7	11-02-2022 01.15 pm to 4.30 pm	10	Use of other art forms in Animation 8.1 Acting: Expression, Gesture 8.2 Architecture: Lighting, Texture	

8	15-02-2022 01.15 pm to 4.30 pm	8	Use of other art forms in Animation 8.3 Sculpture: 3D Visualization, Posing 8.4 Music: Culture, Expressions	FEB -2022 New Syllabus
9	16-02-2022 01.15 pm to 4.30 pm	9	Anatomy & Body Language 10.1. Character Anatomy - E.g. Hunchback, Beast... 10.2. Animal Anatomy - Goofy, Donald duck, Dumbo	
10	17-02-2022 01.15 pm to 4.30 pm	8	Developing the characters with computer animation. 11.1 Character anatomy (Human) - E.g.: Moana, Tinker bell, woody etc... 11.2 Animal anatomy - E.g.: Sid (Ice age), Panda, Dragon....	
11	11-02-2022 01.15 pm to 4.30 pm	10	Use of other art forms in Animation 8.1 Acting: Expression, Gesture 8.2 Architecture: Lighting, Texture	
12	21-02-2022 01.15 pm to 4.30 pm	8	Techniques used in Animation short films Discussion about award winning animation short films	
13	22-02-2022 01.15 pm to 4.30 pm	7	Software available for digital animation 13.1 2D Animation - free and paid 13.2 3D Animation - free and paid	
14	23-02-2022 01.15 pm to 4.30 pm	8	Hardware for animation 14.1 2D Animation - Animation table, disc, peg bar, etc. 14.2 Digital animation - Computer, Graphic tables, Render farms, 3D Scanners	FEB -2022 New Syllabus
15	28-02-2022 01.15 pm to 4.30 pm	9	Appreciation of 6 all-time classic animation films – Demonstrate the shots, have discussion, explain details of the film	



[Handwritten signature]

P.V.G's College of Science,Pune - 411009

FEB -2021

AcademicYear : 2021-22

Monthly report Class: F.Y.B. Animation

Subject:
INTRODUCTION TO DIGITAL GRAPHICS - IMAGE EDITING (VECTOR)

Name of Subject Teacher : Prof. Siddhant Khandagale

Sr. No	Date& Time	No. of Students Present	Topic Covered	
1	08-02-2022 01.15 am to 3.30 pm	10	INTRODUCTION (Offline Practical) Interface Introduction to Adobe Illustrator Panels & Workspaces in Adobe Illustrator	FEB – 2021 New Syllabus
2	09-02-2022 01.15 am to 3.30 pm	10	(Offline Practical) Art boards in Adobe Illustrator Vector basics / Selection & Direct selection tool	
3	10-02-2022 01.15 am to 3.30 pm	9	(Offline Practical) Fill & Stroke effects in Adobe Illustrator Using Colour / Swatches / Pantone's / Gradients & more	
4	11-02-2022 01.15 am to 3.30 pm	8	(Offline Practical) Handy Tips / Things to know for beginners	FEB – 2021 New Syllabus
5	08-02-2022 01.15 am to 3.00 pm	11	ESSENTIAL PRACTISE (Offline Practical) Creating shape vectors Grouped vectors & Compounding vector shapes	
6	09-02-2022 01.15 am to 3.00 pm	8	ESSENTIAL PRACTISE (Offline Practical) 10 Drawing with the Pen tool / Brush tool / Pencil tool & more	
7	10-02-2022 01.15 am to 3.00 pm	9	ESSENTIAL PRACTISE (Offline Practical) 11 The Blob brush tool & Eraser tool	

8	11-02-2022 01.15 am to 3.00 pm	10	ESSENTIAL PRACTISE (Offline Practical) 11 The Blob brush tool & Eraser tool	FEB – 2021 New Syllabus
9	15-02-2022 01.15 am to 3.00 pm	11	CREATE A PROJECT Setup Setting up a document / Placing in a drawing / Sketch	
10	16-02-2022 01.15 am to 3.00 pm	8	Image trace tool for sketches in Adobe Illustrator	
11	17-02-2022 01.15 am to 3.00 pm	9	Drawing Tracing a hand drawn sketch & Converting to vector artwork	
12	18-02-2022 01.15 am to 3.00 pm	9	Drawing Compounding vector shapes & strokes / Pathfinder Tool	
13	21-02-2022 01.15 am to 3.00 pm	8	Colouring& Text Colouring a vector drawing in Adobe Illustrator	
14	23-02-2022 01.15 am to 3.00 pm	7	Colouring& Text Adding type to a poster design in Adobe Illustrator	
15	23-02-2022 01.15 am to 3.00 pm	8	Finishing & Exporting Exporting ready for print in Adobe Illustrator	
16	28-02-2022 01.15 am to 3.00 pm	9	Exporting ready for print in Adobe Illustrator	

[Handwritten signature]

