



ST. FRANCIS COLLEGE

Koramangala

Affiliated to Bengaluru Central University (BCU)

DEPARTMENT OF VISUAL ARTS

BVA (ANIMATION & GAME ARTS)-NEP

PROGRAMME OUTCOMES (POs):

PO1. Develop strong foundation on drawing, Illustration and Painting skills needed for animation, VFX and Gaming production in both the traditional medium and the up-to-date Digital medium

PO2. Develop the skills on Digital Image Editing, Image Compositing and Photo manipulation which helps students to make a career in Graphic Design, Photography, media and publication industry.

PO3. Understand Animation and VFX film making process and Pipeline. Understand the Game Designing process and pipeline.

PO4. Develop the skills on Visual Development like Storyboarding, BG & Character design, Concept art design for Animation, VFX and Game production.

PO5. Develop the skills on 2d and 3D animation.

PO6. Develop the skills on 3D Modeling, Texturing, Lighting and Rendering for 3D CGI and 3D assets development for Animation, VFX and Gaming production process.

PO7. Develop the skills on Digital Sculpting for 3D Character development and high-resolution 3D assets modelling.

PO8. Develop the skills on 2D-3D Compositing and Editing for Postproduction process of Animation and VFX film making.



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COURSE OUTCOMES (COs)

I SEM BVA

DSC-1.1 DESIGN LANGUAGE I (Theory)

CO1.The course provides end number of examples and references to know the ways of seeing from the simple to complex world.

CO2. Students learn the design terminologies and its usage.

CO3. This Course allow student to deeply observe and study the nature and culture and develop visual sensibilities, perceptual skills, analytical skills and Representational skills.

CO4. This Subject introduces the History of Design from different ages

CO5. This course introduces the semiotics to understand the nature of design area

DSC-1.2 DESIGN FUNDAMENTALS I (Practical)

CO1. After completing this course students will be able to execute the design concepts using elements and principles of Design.

CO2. Students learn the design terminologies and its usage.

CO3. The course provides end number of examples and references to know the ways of seeing from the simple to complex world.

CO4. Course also provides opportunity to learn from the interdisciplinary domains

CO5. This Course allow student to deeply observe and study the nature and culture and develop visual sensibilities, perceptual skills, analytical skills and Representational skills.

DSC -1.3 DRAWING FUNDAMENTALS I (Practical)

CO1. Will be able to develop better observation skills

CO2. Student will be able to understand the concepts and ideas

CO3. Able to execute drawing skills



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CO4. Able to apply drawing skills to develop concepts

CO5. Able to Visualize the topics/ ideas

OE-FUNCTIONAL ENGLISH GRAMMAR & STUDY SKILLS

CO1 :Develop reading, writing and analytical skills and communicate their ideas critically, creatively, and persuasively through the medium of language.

CO2 : Enhance LSRW skills through the medium of language.

CO3 :Revise, revisit and update basic grammar components

SEC -DIGITAL FLUENCY

CO 1 : Understand the digital platforms, for better learning and development.

CO 2: Evaluate and interpret information in the digital world.

CO 3: Build essential skills such as design thinking, effective communication and better decision making.

II SEM BVA

DSC-2.1 DESIGN LANGUAGE II (THEORY)

CO1. Understands the Indian Design History

CO2. Understands the evolution of Indian Design ideas

CO3. Understand the elements of Modernism in India

CO4. Learn the Colonial ideas of Indian Crafts and Design

CO5. Modern Designers concepts and philosophy

DSC-2.2 DESIGN FUNDAMENTALS II (PRACTICAL)

CO1. After completing this course students will be able to execute the design concepts using elements and principles of Design.

CO2. Understands the impact of Design on Society and Culture

CO3. Able to understand and create Forms and shapes from Organic & Inorganic references from Life



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CO4. Able to develop 3D concepts based on Design Principles

CO5. Student able to learn and create new surface textures for relevant Design forms

DSC-2.3 DRAWING FUNDAMENTALS II (PRACTICAL)

CO1. Will be able to understand the Pictorial skills

CO2. Student will be able to understand the Perspectives phenomena

CO3. Able to execute drawing with measurements

CO4. Able to draw Human dynamic figures

CO5. Able to Visualize the Lighting effects

SEC1 : ENVIRONMENTAL SCIENCE

CO1: Demonstrate of core ecological and physical science concepts and methods as they pertain to environmental problem-solving.

CO2: Demonstrate of core social science concepts and methods as they pertain to environmental problem-solving.

CO3: Recognize and integrate the international, cross-cultural, and transdisciplinary nature of environmental problems in analyses and solutions.

CO4: Produce a culminating/multi-scale piece of work demonstrating the ability to synthesize concepts and methods to make a contribution to environmental solutions.

CO5: Apply proficiency in analytical methods, critical thinking, communication, and leadership skills sufficient to make a contribution in environmental and related fields.

OE : PEOPLE MANAGEMENT

CO1. Ability to examine the difference between People Management with Human resource Management

CO2. Ability to explain the need for and importance of People Management.

CO3. Ability to explain role of manager in different stages of performance management process

CO4. Ability to list modern methods of performance and task assessment.

CO5. Ability to analyse the factors influencing the work life balance of an working individual.



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III SEM BVA

DSC VA-ANGA7 ANIMATION FOUNDATION

- CO1.** Understand the process of animation using various traditional to digital medium
- CO2.** Understand basic principles of Animation
- CO3.** Understand Traditional and stop motion Animation Tools and techniques

DSC VA-ANGA8 ART FOR ANIMATION-I

- CO1 :** Understand the current problems of Indian Economy
- CO2:** Identify the factors contributing to the recent growth of the Indian economy
- CO3 :** Evaluate impact of LPG policies on economic growth in India
- CO4 :** Analyze the sector specific policies adopted for achieving the aspirational goals
- CO5:** Review various economic policies adopted

DSC VA-ANGA9 COMPUTER GRAPHICS FUNDAMENTALS

- CO1.** Understand different types of computer graphics, applications and file formats
- CO2.** Understand different Colour Models and Colour management among different software & hardware devices.
- CO3.** Understand Digital Image Editing and compositing tools and techniques
- CO4.** Understand Vector illustration of Characters and Background for a 2D animation project

SEC : ARTIFICIAL INTELLIGENCE

- CO 1.** Understand the various characteristics of problem solving agents and apply problem solving through search for AI applications.
- CO 2.** Appreciate the concepts of knowledge representation using Propositional logic and Predicate calculus and apply them for inference/reasoning.
- CO 3.** Obtain insights about Planning and handling uncertainty through probabilistic reasoning and fuzzy systems.
- CO 4.** Understand basics of computer vision and Natural Language Processing and understand their relevance in AI applications.
- CO 5.** Obtain insights about machine learning, neural networks, deep learning networks and their significance.

OE : ENTREPREURSHIP SKILLS

- CO1 :** Discover their strengths and weaknesses in developing the entrepreneurial mind-set.
- CO2 :** Familiarize themselves with the mechanism of setting up, monitoring and maintaining an Enterprise.
- CO3 :** Understand the various procedures for setting up the Startups in India.



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DSC VA-ANGA10 NO. OF CGI FOUNDATION

- CO1.** Understand basic 3D Modelling Tools and Techniques
- CO2.** Modelling 3D hard surface objects and UV layout
- CO3.** Understand PBR texturing workflow and Preparing Textures in 3D texture painting application.
- CO4.** Understand CG Lighting setup
- CO5.** Rendering 3D objects with different materials and surface properties.

DSCVA-ANGA11 2D-3D DIGITAL ANIMATION

- CO1.** Understand tools and techniques to create 2D or 3D animation using 2D or 3D digital animation application
- CO2.** Animate human's / animal's body mechanics and basics locomotion.
- CO3.** Work on 3D animation layout.
- CO4.** Understand how to prepare and animate a scene from the given storyboard.

DSCVA-ANGA12 ART FOR ANIMATION – II (PRACTICAL)

- CO1.** Understand human / animal anatomy
- CO2.** Work on Digital painting
- CO3.** Work on Concept art and visual development process

SEC : FINANCIAL EDUCATION & INVESTMENT AWARENESS

- CO1 :** To understand the basic concepts of finance, identify and classify simple compound interest and also describe the valuation of security.
- CO2 :** To remember the facts and basic essential concepts of investment avenues and to discuss stock market concepts
- CO3 :** Gain insights on mutual funds, the pros and cons and major fund houses in India.

AECC CONSTITUTION OF INDIA

- CO1 :** Understanding the philosophy of the constitution and its structure
- CO2 :** Measuring the powers and functions of various powerful people of government
- CO3 :** To understand and appreciate the role of constitution in democracy


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