Department of AGD

S.B.M.S.College,Sualkuchi

B. VOC. In Animation & Graphic Design

The department of AGD, S.B.M.S. College, Sualkuchi is affiliated to Gauhati University. The department follows the course curriculum framed and designed by Gauhati University.

The CBCS Course curriculum introduced by Gauhati University is divided into two parts: one is Honours Course and other is Regular course. The honours Course help the students to enrich their Knowledge on the subject and the regular course help the students to make integration with other various courses.

PROGRAMME OUTCOMES:

As a graduate, you will be prepared to reliably demonstrate the ability to:

- Design, create and animate objects and characters with naturalistic and expressive movements and poses.
- Design and create hand-drawn and/or computer-generated drawings using principles of art, design and composition.
- Select and use appropriate tools and technologies for the development of animation projects.
- Contribute to the planning, implementation and evaluation of animation projects.
- Plan, develop and execute a series of effective and believable animation sequences.
- Create and enhance the production of animation sequences and projects using a variety of principles and techniques related to cinematography and art direction.
- Use storytelling skills to create and enhance the development and execution of animation sequences.
- Use performance theory and skills to create and enhance animation.
- Design and produce layouts using perspective, composition and colour theory to enhance visual presentation and mood.
- Present and defend a visual concept to a target audience.
- Use computer skills and appropriate digital asset management techniques to function effectively within a production pipeline.
- Develop, assemble and present a demo reel or portfolio in a manner that meets current industry expectations, and highlights one's creativity, skills and proficiency with relevant animation software and related technologies.

COURSE OUTCOMES: (Core Paper)

Semester	Course Code	Course Name	Course outcome
I	AGD-VC-1016	Elements of Graphic Design	After Completion of this course the Students will be known about:
		DRAWING AESTHETICS	 A consistent, personal direction and style. An understanding of basic principles of design and color, concepts, media and formats, and the ability to apply them to a specific aesthetic intent. This includes functional knowledge of the traditions, conventions, and evolutions of the discipline as related to issues of representation, illusion, and meaning. The development of solutions to aesthetic and design problems should continue throughout the degree program. The ability to synthesize the use of drawing, two-dimensional design, and color, beginning with basic studies and continuing throughout the degree program toward the development of advanced capabilities. Knowledge and skills in the use of basic tools, techniques, and processes sufficient to work from concept to finished product, including knowledge of paints and

			 surfaces. The ability to explore the expressive possibilities of various media, and the diverse conceptual modes available to the painter. This may deal with direct painting from nature or with alternative approaches to the making of traditional or innovative two- and, at times, three-dimensional images. The ability to work independently and define success for themselves
	AGD-VC-1036	Character Design for Animation	Student know how to character design is to bring life to characters through the visual representation of their physical characteristics, unique characteristics, body language & overall attitude.
II	AGD-VC-2016	Introduction to Digital Photography	An understanding of the industrial and commercial applications of photographic techniques. Functional knowledge of photographic history and theory, the relationship of photography to the visual disciplines, and its influence on culture. • Interpret and predict the effects of the range of technical control choices available within black-and-white photography. • Demonstrate a thorough and functional knowledge of the essential mechanisms of a camera.
	AGD-VC-2026	Sound and Video Editing	Sound and Video Editing are considered an important process in the production of a film or TV programme because it helps to remove unwanted footage, keep the story flowing, and change the style, tempo, or mood of the video. Not only this, effects, graphics, music, etc.
	AGD-VC-2036	2D Animation	2D animation creates the illusion of movement in a two-dimensional space. Height and width are the only two variables in this dimension. However, tricks like: • shading • Perspective It can make it appear as if there is depth. Animators use static images to craft characters, objects, and backgrounds.
III	AGD-VC-3016	Introduction to sound design	A sound designer may use pre-existing sounds, original sounds, or a combination of both. Then, the sound designer will edit the sounds and synchronize them to match the visualizations. The sounds will be cut and mixed to get the best

			results.
	AGD-VC-3026	Introduction to 3D Modeling & Texturing	The main benefits of 3D modeling are improved design and visualization, increased accuracy, reduced prototyping time, and reduced cost of errors. It also improves communication with customers, who no longer have to look at 2D drawings that do not give a clear picture of the future object. In the world of animation, 3D texturing is a key element in bringing characters, environments, and objects to life. It's the process of adding detail, color, and texture to the 3D models, which makes them look realistic and believable
	AGD-VC-3036	Introduction to Digital Compositing	Digital compositing refers to the process of combining visual elements from different sources into a single image or sequence, facilitated by digital tools to automate tasks like tracking object movements within a scene. Students able to design (2D,3D) • Foreground • Background
IV	AGD-VC-4016	Creative Writing	As a student of creative writing, you will create original works of literature, culminating in a significant, extended body of poetry, fiction, and/or creative nonfiction that manifests your artistic potential. These literary works will demonstrate the following aspects of your craft: • your own voice and style as a writer, which you have discovered and developed • your use of the central subject matter that comes out of your own individual life experience and from your imagination • your understanding of the creative process as a forum for critical as well as intuitive thinking, as well as problem-solving • your awareness of the literary, cultural, and historical contexts within which you write, including the influence of past and present literary forms, structures, styles, and traditions on your artistic choices • (for poets): your ability to shape a poem in terms of lineation, stanza

			structure, rhythm, and sound; and
			to effectively work within the
			parameters of various poetic forms
			 Student ability to invent and
			organize plot; develop character;
			modulate tone; make use of
			evocative imagery; and shape and
			control the formal in both modular
			and linear narratives
			Student ability to establish a
			distinctive voice and a clear sense of
			purpose; provide insightful
			reflection on the chosen subject
			matter; render vivid scenes
			complete with dialogue; distinguish
			between various types of nonfiction
			including memoir, personal essay,
			and literary journalism; and
			determine when and where to use
			research, as well as appropriate
			sources and research methods
	AGD-VC-4026	Sound	Character dialog, a shot of a river with rushing
		Synchronization	water sounds, and punching sounds during a
		and Expression	fight scene are all examples of synchronous
			sound. Filmmakers and production sound mixers
			use synchronous sound in film to develop
			narrative and invoke emotions.
			A well-designed character communicates its
			feelings through facial expressions, body
			language, and unique quirks. This emotional
			connection is vital for audience engagement and
			empathy. Character design serves as a visual
			language, telling stories without words.
	AGD-VC-4036	Advanced Digital	Benefits Of Professional Video Compositing
		Compositing	Services
			Enhances Visual Appeal. Fnables Creative Freedom
			 Enables Creative Freedom. Cost-Effective Production Solutions.
			Streamlines Post-Production.
			Improves Brand Consistency.
			Enhances Storytelling Capabilities.
			Facilitates Flexibility and Scalability.
V	ACD VE FO16	Introduction to	, ,
V	AGD-VE-5016	Introduction to	You will enter the film and television industry as
		Digital Filmmaking	quality technical film artists specialized in a
			specific area of filmmaking and will be able to
			collaborate across media- film, gaming,
			immersive media and animation. This course will
			also open avenues for higher education in art,

		technology and design.
		Digital special effects (also known as visual effects or VFX) rely on computer-generated imagery (CGI), motion capture technology, green screens, and digital compositing. All to create realistic or fantastical visuals that would be difficult or impossible to achieve with practical effects alone.
AGD-VE-5026	3D Character Animation	One of the significant benefits of 3D animation is its visual appeal. It allows creators to bring their ideas to life with realistic imagery and movements. This enhanced visual experience can captivate audiences, making it an effective tool for storytelling and marketing. 3D animations create well-crafted and engaging storytelling by producing highly realistic and immersive environments, which capture viewers' attention more effectively than traditional ads. This immersive experience holds viewers' interest longer, which can lead to increased engagement rates and dwell times. Student also Understand: • Facial animation and lip-sync. • Nonlinear Animation with trax editor. • Working with character sets and clips.
AGD-VE-5036	Advanced 3D Modeling	 QUADRUPED Character Animation. 3D modeling is an efficient and environmental-friendly way to develop prototypes, visualize product ideas, and simulate functionality preproduction. Designers can refine ideas and make countless iterations before a product is finalized. Wireframe Modelling Wireframe modelling is the simplest form of 3D modelling. It represents a 3D object using only lines and points, creating a skeletal framework of the object without any surfaces or volumes. Surface Modelling Surface modelling involves creating a digital skin or surface that envelops a 3D object. It focuses on the object's outer appearance rather than its internal structure Solid Modelling Solid modelling is the most comprehensive approach to creating 3D models with both surfaces and volume.

			It captures the complete geometry of an
	105 1/5 6016		object, including its exterior and interior.
VI	AGD-VE-6016	Motion Picture	The portrayal of the director can be phrased by
		Direction	the:
			 Cinematography
			Setting
			Blocking
			Acting
			Editing
	AGD-VE-6026	Degree Showcase	Software Skill:
		Project Group	Students to do individual project from any of the
			modules (Preproduction or 2d animation
			Or 3Dmodeling/ texturing/ animation or visual
			effects or post production etc).
	AGD-VE-6036	Individual Projects	Students demo reel is students "Greatest Hits"
		(Demoreel)	album. Only include work that is polished and
			highlights the skills they need for the job
			students hoping to get. Also, put student's best
			work at the beginning. Time is money—
			especially in the median and entertainment
			industry.
			,
			Develop, assemble and present a demo reel or
			portfolio in a manner that meets current
			industry expectations, and highlights one's
			creativity, skills and proficiency with relevant
			animation software and related technologies.

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