Koneru Lakshmaiah Education Foundation

(Category -1, Deemed to be University estd. u/s. 3 of the UGC Act. 1956)

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Program: BSc Animation & Gaming
Academic Year: 2022-2023

Sl No	Course Code	Course Title	CO.No	Description of the Course Outcome
1	22UC1101	Integrated Professional English	CO1	Understand the concepts of grammar to improve communication, reading, and writing skills
			CO2	Demonstrate required knowledge over Dos and Don'ts of speaking in the corporate context. Demonstrate ability to face formal situations / interactions
			CO3	Understand the varieties of reading and comprehend the tone and style of the author. Skim and scan. effectively and appreciate rhetorical devices
			CO4	Apply the concepts of writing to draft corporate letters, emails, and memos
2	22UC0009	Ecology & Environment	CO1	Understand the importance of Environmental education and conservation of natural resources
			CO2	Understand the importance of ecosystems and biodiversity
			CO3	Understanding the environmental science knowledge on solid waste management, disaster management and EIA process
			CO4	Understanding the environmental science knowledge on solid waste management, disaster management and EIA process
3	22VC1101	Basic Drawing	CO 1	Remembering of basic principles of design and color, concepts, media and formats, and the ability to applythem to a specific aesthetic intent
			CO 2	Understanding of facts and ideas by organizing, comparing, translating, interpreting, giving descriptions, and stating main ideas
			CO 3	Solve problems to new situations by applying acquired knowledge, facts, techniques, and rules in a different way
			CO 4	The ability to explore the expressive possibilities of various media, and the diverse conceptual modes available to the students
			CO5	Progress toward developing a consistent, personal direction and style and the ability to

					work independently.
4	22VC1102	Colour Theory	CO1		Remembering the three characteristics of color: hue, value, and intensity
			CO2		Understanding knowledge and vocabulary of the color wheel and the visible light spectrum
			CO3		Applying & formulate a range of color schemes
			CO4		Analyzing & identify and apply the elements and principles of design of Color
5	22VC1103	Introduction to Visual Design	CO1		Understand how to produce digital artwork with raster graphics tools
			CO2		Apply the knowledge of how to use raster and vector graphics tools and principles of design for any creative work and its execution.
			CO3		Analyze the ideas of raster and vector graphics in computer graphics
			CO4		Assemble graphic work for the pre-press process using a digital media observation to have a deeper understanding of the logic and structure that underpins successful design
			CO5		Create digital artworks using the acquired knowledge of visual communication aspects
6	22VC1104	Introduction to Photography	CO1		To understand and practice- Concepts of photography, experiment with the fundamentals of photography.
			CO2		To Exemplify types of photography & their applications in visual communication
			CO3		To Prepare Students with a keen eye for detail- Constructing visual compositions & identifying essential elements for developing style & feel
			CO4		To Integrate Students's Visual aesthetics by Practicing lights, color temperature, and creating a story with photography.
			CO5		To Collaborate with other team members to create stop motion (time lapse) using photography
7	22VC1105	History of Animation and Gaming	CO1		Identifying the various technical and artistic aspects of development of animation and gaming during history.
			CO2		Comparing various geographical, cultural backgrounds and the impact they made towards animation and gaming.
			CO3		Validating various visual styles, game methodologies and technological advancements in animation and gaming over the years
			CO4		Evaluating animation and gaming as media of visual storytelling from the beginning of record keeping done by early humans till the present day

8	20GN11T1/19LN	Language - Telugu/French	CO1	Acquire a working knowledge of the basic elements of the French language viz. letters, vowels, accents, articles, useful expressions, etc.
			CO2	Frame questions and respond in the affirmative or negative with être and avoir; form plurals
			CO3	Understand and apply the adjectives and the verbs in different tense formations and use in translation
			CO4	Comprehend and use in speech, vocabulary, reading, questions, and answers on passages pertaining to hoteliers
9	22UC0010	Universal Human Values & Profession	CO1	Realize and understand the basic aspiration, and harmony in the human being.
			CO2	Envisage the roadmap to fulfill the basic aspiration of human beings
			CO3	Understanding the society and nature with the view of human values
			CO4	Understand the profession and his role in this existence
10	22VC1201	Advanced Drawing	CO1	Line, shape, volume, contour, movement, weight, structure and expression through line, mark, gesture,
			CO2	Understand the concepts of space, perspective, form and shape and other elements and its influence on human figure.
			CO3	Apply observational skills to construct the drawing of a human figure both from life and from reference.
			CO4	Compose and draw the human figures from imagination using light and shadow
11	22VC1202	Environment Design	CO1	Describe a story/concept through art using traditional media.
			CO2	In a digital context, imagine and block out a scene, whether it's architectural or natural
			CO3	Demonstrate proficiency in the usage of industry-standard visualization tools.
			CO4	Create unique stylized art; developed and designed from your imagination
12	22VC1203	Clay Modelling	CO1	Understanding of the material, depth, volume, and surface perception.
			CO2	Introducing the method of visualizing 3D model from 2D shapes
			CO3	Develop an artistic sense of sculpting that would help students in applying the understanding into virtual
			CO4	Get hands-on experience in creating Characters and Props
13	22VC1204	Basics of Graphic Design	CO1	Remembering the Demonstrate fluency in the visual vocabulary and technical skills relevant to graphic design.
				Understanding the Imagine and articulate

			CO2	research, innovative processes, and varied solutions to any problem
			CO3	Applying the professional readiness to thrive in the creative industries.
			CO4	Analyzing the Print, Packaging, Motion, Visual Interaction Design, Transmedia
			CO5	Evaluating the Create Illustrations in Adobe Applications
14	22VC1205	Storyboarding	CO1	The importance of storyboarding, why we do it, the basic terminology, Define the fundamental terms used in graphic storytelling. Learning the typical pipeline of a film / television production.
			CO2	Show that you know how to make a physical story sketch and how to explore concepts as part of the creative
			CO3	Learn how words and imagery are used to tell stories, identify, and state a standard pre-production workflow
			CO4	Create a detailed storyboard for use in animated television shows and films; make an animatic from the ground
15	20UC1203	Design Thinking and Innovation	CO1	compare and select problems suitable for DT projects and use techniques for empathetic research
			CO2	Identify and document insights, and user habits and identify user needs
			CO3	Visualize solutions, evaluate solution concepts and able to create rough prototypes, gather feedback
			CO4	Able to create high-fidelity prototypes. Able to test user experience, Able to identify a business model for a
16	22UC2103	Professional Communication Skills	CO1	Developing basic grammar
			CO2	Discovering and practicing functional grammar
			CO3	Developing Intrapersonal skills
			CO4	Developing Speaking and Writing Skills
17	22VC2101	Cinematic Lighting	CO1	Understanding the basic concepts of lighting
			CO2	Application of light and colour to a scene
			CO3	Analyzing the significant lighting sources
			CO4	Creating a scene with varied lighting conditions
18	22VC2102	Visual Analysis Tools	CO1	Introduction to Semiotic Analysis and Visual Analysis Tools
			CO2	Understand the concepts of Semiotic Systems
			CO3	Applying the concepts of psycho-sexual analysis to media texts
			CO4	Analyze Media Texts in the framework of Marxist Analysis
			CO1	Remembering the recognition and comprehension of art movements
				Understanding cultural and regional styles,

				CO2	research, innovative processes, and varied solutions to any problem
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19	22VC2103	Graphic Design advanced	CO2	technical developments, aesthetics, visual content and industrialdesign	
			CO3	Applying basic design principles to draw 2-D designs	
			CO4	Analyzing the 3-D design, aesthetics and color dynamics	
20	22VC2104	Principles of cinematography	CO1	To learn basic concepts of lighting and camera techniques with special focus on videography and visual storytelling	
			CO2	To comprehend the techniques involved in creating different kinds of output through similar resources.	
			CO3	To create visual stories of various durations and formats suitable for varied digital platforms	
			CO4	To review and analyse genre specific and format specific methods in cinematography.	
21	22VC2105	Modeling	CO1	Understanding the significance of process in 3D production	
			CO2	Apply the visual and logical strategies for processes in 3D production	
			CO3	Analyse artistic expression in 3D Modelling production process	
			CO4	Creating a Humanoid & Creature Character animation demo	
22	22VC2106	Texturing	CO1	Remembering the significance of Lighting concepts in 3denvironment	
			CO2	Understand the various types of Lighting environments with usage of different types of lights in 3d environment	
			CO3	Apply various quality display with utilization Render engines and its Lighting elements in a 3d Scene	
			CO4	Analyze the Render Global standard with scan line and Progressive Render quality in Maya	
23	22VC2201	Media Laws and Ethics	CO1	To remember the Fundamental Rights, Media Laws and Law Enforcing Bodies for Media	
			CO2	To understand the need, scope and role played by media in upholding laws and ethics	
			CO3	To apply the ethical values in writing and creating visual content	
			CO4	To analyze the status of media laws and ethics at regional, national and international levels	
24	22VC2202	Television Production	CO1	To Recall the basic terminology of TV production	
			CO2	Understanding basic functioning of studio cameras	
			CO3	Apply lighting techniques in studio production	
			CO4	Apply script techniques to create a video package	
25	22VC2203	Basics of Postproduction Tools	CO 1	Recall the history of film editing	
			CO 2	Understand the fundamental Postproduction process	
			CO 3	Interpret Various types of Editing principles and techniques	
			CO 4	Analyze various postproduction techniques and develop a new video Project	
			CO 1	controllers, set driven keys, etc., Setting joints,	

26	22VC2204	3D Animation & Rigging	CO 1	controllers, set driven keys, etc., Setting joints, editing joints, parenting joints, orienting joints, knowing
			CO 2	creating controllers and adding custom attributes, creating facial setups, blend shape deformers
			CO 3	pasting keyframes, Graph editor, tangents, dope sheet, playback speed.
			CO 4	animation, line of action, extremes, and breakdowns, primary locomotion actions
27	22VC2205	Lighting & Rendering	CO 1	Remembering the significance of Lighting concepts in 3d environment
			CO 2	environment
			CO 3	Apply various quality display with utilization Render engines and its Lighting elements in a 3d Scene
			CO 4	Analyze the Render Global standard with scan line and Progressive Render quality in Maya
28	22VC2206	Mini Project	CO1	To remember the methods and techniques involved in film production
			CO2	To understand the five stages of film production
			CO3	To plan and execute a film project
			CO4	To analyze the project for its production values
29	22VC3101	Media Research Methods	CO1	Remember the various types of research methods and tools, including their benefits and shortcomings
			CO2	understanding of the significant risk and ethical issues raised by the conduct of media research
			CO3	Applying the familiarity with research into media audiences and users
			CO4	Analyzing media industries and institutions, particularly the role that research plays within the knowledge economy and future career development
			CO5	Develop the high level of written and oral communication skills
30	22VC3102	Advertising and Public Relations	CO1	Remember basic and emerging concepts and principles in the areas of advertising & allied fields
			CO2	Understand various types and functions of Advertising agencies
			CO3	Apply knowledge in advertising to create ad campaigns and PR campaigns
			CO4	Analyse the need, format, and step-by-step methods of public relations campaigning.
31	22VC3103	Practical Filmmaking	CO1	To gain information regarding the basic principles of filmmaking under three categories of pre-production, prod
			CO2	To understand the intrinsics of screenwriting, techniques of cinematography as well as editing.
			CO3	To work on a film project applying all the techniques and methods imparted through the course.

			CO4	To peer review films for their visual grammar, aesthetics and technique and appreciate films for their efforts and aesthetics
32	22VC3104	Composting Techniques	CO1	Remembering the salient features and procedures of event management
			CO2	Understanding the management principles and other utilities of event management
			CO3	Applying the event management schedules to various types of events
			CO4	Analyzing the plans, blueprints, and reports of corporate events
33	22VC3105	3D Dynamics	CO1	Remembering the unique concept of paint effects in Maya and its technical aspects
			CO2	Understanding types of particle simulation and its dynamics, with various fields & Solvers, deflectors
			CO3	Applying high standard special effects simulations natural elements, fire, liquids, gases, dust, clouds, smoke, Hair, fur, Cloth, and Destructive fragments.
			CO4	Analyzing high-standard special effects simulations of natural elements, fire, liquids, gases, dust, clouds, smoke, fur, Cloth
34	22VC3106	Character Animation	CO1	Remember the principles of Character animation
			CO2	Understand the locomotion to the Biped Character animation
			CO3	Applying the locomotion to the Quadruped Character animation
			CO4	Analyze to make a Humanoid Character animation demo reel with action
35	22VC3107	UI & UX Design	CO1	Discussing the Basics of UX&UI settings
			CO2	Understanding the different techniques involved in Basic UX&UI
			CO3	Identify the different dynamic methods of preparation in the new App suitable for online purposes using UX&UI
			CO4	Analysis from applied basic methods of UX&UI in app designing
36	22VC4049	Major Project	CO 1	Recall the three phases of production
			CO 2	Understand terminology of Production process
			CO 3	Apply Production techniques in executing project
			CO 4	Analyze the importance of post-production process
37	22VC4050	Portfolio/Presentation	CO1	Introduce students to the fundamental processes of visual perception and Portfolio making
			CO2	Develop students' confidence in Presentation skills for Portfolio making process
			CO3	Develop students' ability to verbalize ideas and processes in Portfolio making
			CO4	Develop an understanding of Portfolio making and presentation skill

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