Program: BSC Animation & Gaming

Academic Year :2023-2024

Course Code	CourseTitle	CO. No	Description of the course Outcome
23AG1101	Introduction to Visual Communication	CO1	Understand communication Models & Assumptions.
		CO2	Understand the Visual Communication: The Visual Process and Message.
		CO3	Apply techniques of design in the field of visual communication.
		CO4	Analyze Theories of communication.
23AG1102	Drawing Basics	CO1	Demonstrate pictorial space division and execute drawing renderings proficiently, while experimenting with various painting and sculpture mediums.
		CO2	Understand imaginative concepts and apply painting and sculpture techniques with proficiency.
		CO3	Apply drawing techniques for different purposes, including organizing compositions and planning expressions, from anatomical studies to contemporary forms, demonstrating their significance and utility.
		CO4	Analyze concepts through drawing, utilizing drawings to justify ideas and intentions effectively.
		CO5	Evaluate the developmental process of drawing ideas, tracking the progression from conception to realization.
		CO1	Understand the recognition and comprehension of art movements
		CO2	Understanding cultural and regional styles, technical developments, aesthetics, visual content and industrial design.

23AG1103	Digital Art	CO3	Applying basic design principles to draw 2-D designs
		CO4	Analyzing the 3-D design, aesthetics and color dynamics.
		CO5	Evaluate the 3-D design, aesthetics and color dynamics.
23AG1104	Colour Theory	CO1	Understanding 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 .
		CO5	evaluating the process of developing ideas in practical color applications
23SDAG01	Basics of Photography	CO1	Demonstrate proficiency in handling photographic equipment and executing basic photography techniques, including composition and exposure control.
		CO2	Understand the principles of light and its manipulation in photography, applying techniques to achieve desired visual effects.
		CO3	Apply various photographic styles and genres, from portraiture to landscape, demonstrating an understanding of their artistic and technical aspects.
		CO4	Analyze and critique photographic compositions, evaluating their effectiveness in conveying intended messages or emotions.
		CO5	Develop a personal photographic style and vision, reflecting individual creativity and expression through the medium of photography.
23AG1205	Visual Analysis Tools	CO1	Understand the nature of Semiotic Analysis of visuals
		CO2	Understand the nature of psycho-motors growth of a Human
		CO3	Apply the key concepts of socio-cultural analysis in the media context.

		CO4	Analyse the need for Gender and Marxist Studies in the present society.
		CO4	Analyze semiotics through visual media.
		CO5	Analyse the need for Gender and Marxist Studies in the present society.
23AG1206	Matte Painting	CO1	Understand the technical proficiency in using industry-standard software such as Adobe Photoshop or other relevant tools for matte painting.
		CO2	Apply conceptual and artistic skills, including the ability to visualize and design environments that enhance the storytelling aspect of a film.
		CO3	Analyze and solve complex visual problems related to integrating matte paintings into live-action footage.
		CO4	Gain hands-on experience with the workflow commonly used in the film and visual effects industry.
		CO5	Demonstrate a range of skills, from realistic scene extensions to more imaginative and fantastical environments through a portfolio.
23AG1221	Screenwriting	CO1	Understand the fundamentals of screenwriting, including script formatting, structure, and storytelling techniques.
		CO2	Understand the principles of character development, dialogue, and plot progression, applying them effectively in screenwriting projects.
		CO3	Apply various narrative techniques and genres in screenwriting, demonstrating versatility and creativity in storytelling.
		CO4	Analyze and critique screenplays, evaluating their coherence, pacing, and character arcs, while providing constructive feedback for improvement.
23AG1222	Motion Builder	CO1	Apply the 3D interface of Motion Builder application environment and its functioning.
		CO2	Apply the techniques of action-oriented motion capture data to the rigged characters and modify according to the required motion.

23AG1223	Principles of Cinematography	CO1	Apply lighting techniques and cinematographic tools to create mood, atmosphere, and visual storytelling in film.
		CO2	Analyze the visual aesthetics of cinematography in various film genres, identifying stylistic choices and their impact on narrative delivery.
23AG1224	Concepts of 3D	CO1	Apply basic level of 3d interface and its modules of Autodesk Maya software
		CO2	Apply basic techniques to make 3d Scene objects in the manner of Sets, properties and Basic Characters in Autodesk Maya software
23SDAG02	Pre-visualization	CO1	Understand the concept of pre-visualization in film production, including its importance in planning and executing visual sequences.
		CO2	Apply pre-visualization techniques to storyboard creation, scene blocking, and shot planning, effectively communicating creative ideas and intentions.
		CO3	Apply digital tools and software for pre-visualization, such as 3D modeling, animatics, and virtual reality, to simulate cinematic scenes and explore creative possibilities.
		CO4	Analyze pre-visualization materials and their role in the filmmaking process, evaluating their effectiveness in facilitating collaboration among production team members and achieving directorial vision.
		CO5	Develop proficiency in pre-visualization workflows, from initial concept development to final presentation, demonstrating the ability to translate creative concepts into actionable plans for film production.

Head HOD of the Department
Computer Science and Applications
Koneru Lakshmaiah Education Foundation
(K.L. Deemed to be University)
Green Fields, Vaddeswaram-522502
Guntur District, Andhra Pradesh