



Koneru Lakshmaiah Education Foundation

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

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Campus: Green Fields, Vaddeswaram - 522 302, Guntur District, Andhra Pradesh, INDIA.

Phone No. +91 8645 - 350 200; www.klef.ac.in; www.klef.edu.in; www.kluniversity.in

Admin Off: 29-36-38, Museum Road, Governorpet, Vijayawada - 520 002. Ph: +91 - 866 - 3500122, 2576129

Department of Fine Arts

Program: BSC Animation & Gaming

Academic Year:2024-2025

Course Code	Course Title	CO. No	Description of the course Outcome
24AG1101	Introduction to Game Math.	CO1	Describe the fundamental mathematical concepts and principles that are essential in game development, including vectors, matrices, and transformations, and explain their relevance in the creation of game environments and mechanics.
		CO2	Apply mathematical operations involving vectors and matrices to construct and manipulate 2D and 3D game objects, ensuring accurate representation and movement within the game world..
		CO3	Utilize algebraic and trigonometric functions to calculate collision detection, physics simulations, and character movement in game development, enhancing the realism and interactivity of gameplay.
		CO4	Analyze and solve mathematical problems related to game physics, such as force, motion, and energy, and evaluate their impact on the overall game experience and performance..
24AG1102	Film Aesthetics	CO1	Understand the key concepts and theories of film aesthetics, including mise-en-scène, cinematography, editing, and sound design, and describe how these elements contribute to the overall visual and emotional impact of a film.
		CO2	Analyze various film scenes and identify the aesthetic techniques used by filmmakers to convey themes, mood, and character

			development, demonstrating an understanding of the relationship between form and content.
		CO3	Critique films from different genres and historical periods, assessing how aesthetic choices influence the audience's perception and interpretation, and formulating well-supported arguments based on film theory.
		CO4	Evaluate the aesthetic styles and techniques prevalent in Indian cinema, analyzing how cultural, social, and historical factors have influenced the visual and narrative approaches in various eras of Indian filmmaking.
24AG1103	Drawing Basics	CO1	Identify and describe the fundamental elements of drawing, including line, shape, form, texture, and space, and explain their role in creating visual compositions.
		CO2	Apply principles of proportion and perspective to create accurate representations of objects and scenes in both two-dimensional and three-dimensional spaces.
		CO3	Analyze various drawing styles and techniques from different artistic traditions and periods, evaluating how these approaches influence the interpretation and impact of visual artwork.
		CO4	Combine different drawing techniques and media to experiment with and develop a personal style, demonstrating an understanding of how these elements can convey emotion and meaning in visual art.
		CO5	Produce a portfolio of original drawings that demonstrate proficiency in basic drawing skills, including the use of shading, texture, and composition to create balanced and visually engaging artwork.
24AG1104	Graphic Design	CO1	Understand the fundamental principles of graphic design, including color theory, typography, layout, and composition, and describe how these elements contribute to effective visual communication.
		CO2	Apply design principles to create visually appealing and functional designs for various media, including print and digital platforms, ensuring alignment with project objectives and audience needs.
		CO3	Analyze the impact of design choices on user experience and communication effectiveness,

			evaluating how different design elements influence the perception and understanding of visual content.
		CO4	Integrate various design tools and techniques to develop creative solutions to complex design challenges, demonstrating the ability to innovate within the constraints of a design brief.
		CO5	Create a comprehensive design project that demonstrates proficiency in graphic design software, application of design principles, and the ability to produce a cohesive and aesthetically pleasing final product.
24SDAG01	Digital Photography	CO1	Understand fundamental principles of digital photography, including camera settings, exposure, and composition, and describe how these principles influence the quality of photographic images.
		CO2	Utilize digital cameras to demonstrate effective exposure control, focusing, and composition techniques, producing high-quality images in a variety of lighting conditions and settings.
		CO3	Create a professional portfolio that demonstrates a range of photographic work, reflecting personal style and technical skills, and prepares students for career opportunities in photography and related fields.
24UC1103	Language Skills	CO1	Identify and explain the fundamental components of English grammar, vocabulary, and sentence structure, and describe how they contribute to effective communication.
		CO2	Apply language skills in writing and speaking by constructing coherent and grammatically correct sentences, demonstrating clarity and precision in various forms of communication.
		CO3	Analyze and interpret diverse texts in English, evaluating the use of language, tone, and style, and demonstrating an ability to comprehend and critically engage with different types of written and spoken content.
23UC0009	Ecology & Environment	CO1	Understand the fundamental concepts of ecology, including ecosystems, biodiversity, and ecological interactions, and describe their roles in maintaining environmental balance.
		CO2	Apply ecological principles to analyze environmental issues, such as climate change, habitat loss, and pollution, and propose

			sustainable solutions to mitigate their impacts.
		CO3	Evaluate the effectiveness of various environmental conservation strategies, assessing their potential to preserve ecosystems and promote biodiversity, and formulate informed opinions on current environmental policies and practices.
24AG1205	Digital Media Design	CO1	Students will be able to analyze and apply the fundamental principles of design, including balance, contrast, alignment, repetition, and proximity, to create visually compelling digital media projects.
		CO2	Students will develop proficiency in using industry-standard digital design tools and software, enabling them to produce professional-quality graphics, animations, and interactive media.
		CO3	Students will demonstrate the ability to think creatively and critically, using design thinking methodologies to solve complex visual communication challenges.
		CO4	Students will be able to effectively convey messages and narratives through digital media, utilizing typography, colour theory, and layout techniques to enhance communication and audience engagement.
23AG1222	Motion Builder	CO1	Demonstrate proficiency in using Motion Builder's interface and tools for 3D character animation and motion capture editing.
		CO2	Apply advanced techniques in retargeting and refining motion capture data to create realistic character animations
23AG1223	Principles of Cinematography	CO1	Understand and analyze the fundamental principles of cinematography, including camera techniques, framing, and composition.
		CO2	Demonstrate the ability to use various types of cameras, lenses, and lighting setups to achieve desired visual effects in film production.
23AG1224	Concepts of 3D	CO1	Understand and apply the fundamental principles of 3D modeling, including creating basic geometric shapes and manipulating vertices, edges, and faces.
		CO2	Develop proficiency in using 3D software tools to create, texture, and render 3D objects and environments.

23SDAG02	Pre-visualization	CO1	Develop the ability to create detailed storyboards that effectively communicate visual ideas and narrative structure.
		CO2	Gain proficiency in using pre-visualization tools and software to design and simulate cinematic scenes.
		CO3	Demonstrate the capability to plan and organize complex visual sequences, integrating elements like camera angles, lighting, and character movement.
		CO4	Apply pre-visualization techniques to enhance collaboration and communication within a production team, ensuring a shared visual understanding of the project.
24AG12F1	Screen Writing	CO1	Students can create original ideas and concepts for screenplays, reflecting a strong understanding of narrative structure and genre conventions.
		CO2	Students will demonstrate the ability to develop complex, multidimensional characters that drive the story and resonate with the audience.
		CO3	Students can write realistic and engaging dialogue that advances the plot, reveals character, and enhances the overall narrative.
		CO4	Students will apply industry-standard formatting and screenwriting techniques to produce professional-level scripts ready for pitching or production.
24AG12A1	Film And Television Production	CO1	Understand and analyze the fundamental principles of cinematography, including camera techniques, framing, and composition.
		CO2	Demonstrate the ability to use various types of cameras, lenses, and lighting setups to achieve desired visual effects in film production.
		CO3	Critique films from different genres and historical periods, assessing how aesthetic choices influence the audience's perception and interpretation, and formulating well-supported arguments based on film theory.
		CO4	Evaluate the aesthetic styles and techniques prevalent in Indian cinema, analyzing how cultural, social, and historical factors have influenced the visual and narrative approaches in various eras of Indian filmmaking.
24AG12A1	2D Animation	CO1	Understand the fundamental principles of graphic design, including color theory, typography, layout, and composition, and describe how these elements contribute to effective visual communication.

		CO2	Apply design principles to create visually appealing and functional designs for various media, including print and digital platforms, ensuring alignment with project objectives and audience needs.
		CO3	Analyze the impact of design choices on user experience and communication effectiveness,
		CO4	evaluating how different design elements influence the perception and understanding of visual content
24AG12A2	Concepts of 3D	CO1	Demonstrate a clear understanding of fundamental 3D concepts, including modeling, texturing, and rendering techniques.
		CO2	Apply 3D software tools to create detailed and realistic 3D models and environments.
		CO3	Analyze and critique 3D designs and animations, identifying areas for improvement and innovation
		CO4	Create and present a final 3D project that showcases proficiency in the entire 3D production pipeline.

Academic Professor I/C

HOD-CSA