

## Department of Liberal Education Era University, Lucknow

## Course Outline

Effective From: 2023-24

Name of the Program	B.A. / B.Sc. (LIBERAL EDUCATION)			Year/ Semester:	3 <sup>rd</sup> /5 <sup>th</sup>		
Course	Motion Graphics	Course	ANI301	Type:	Т	heory	
Name	Composting	Code:		Type.	Theory		
	&Visual Effects	couc.					
Credits		)3		<b>Total Sessions Hours:</b>	45 Hours		
Evaluation	Internal	40 N	Marks	End Term Exam:	35 Marks		
Spread	Continuous						
*	Assessment:						
Type of Course	C Compulsory	Core     Creative     CLife Skill					
Course			•	nimation and motion graph		l as an	
Objectives				deas into appealing motion			
				s just called motion designe	rs, create	artwork for	
	the web, televisi 3. They use visual			l other cinematic technique	s to bring	life to their	
				re in motion—just as their t			
Course Outo				completion, learners w			
attributes:	, , ,						
Course							
Outcome			A	ttributes			
(CO)							
CO1			~ .	presentations using inc	lustry-sta	ndard tools,	
	Communicate messa						
CO2				and utilize design proces			
	1 2			ommunication problems. (			
	solutions that address audiences and contexts, by recognizing the human factors that determine design decisions.						
CO3			riety of com	mon media file types Ann	dy basis t	achniques of	
003	Distinguish and manage a variety of common media file types, Apply basic techniques of						
	working with audio in a video application. Perform key framing of basic transform tools and effects properties.						
CO4	Create animated movies from still and video assets. There are four main business						
	objectives that motion graphics and animation can help achieve explaining, training,						
	selling, and telling.						
Pedagogy	Interactive, discussion-bases, student-centered, presentation.						
Internal	Mid-term Examination: 20 Marks						
Evaluation	Class test: 05 Marks						
Mode	Online Test/Objective Test: 05 Marks						
	Assignments/Presen		Marks				
	Attendance: 05 Mar	ks	_				
Session			Topic		Hours	Mapped	
Details		1 1	00		1.5	CO	
Unit 1	Introduction to A				15	CO1	
		•		e videos containing			
	animation and special effects for graphics-related projects.						

			T 00	•	1	•	•	•	-		. 1			
		After Effects is used to animate, alter, and composite media												
		using various tools and optional plug-ins. The program is												
		widely used by motion-graphics, visual effect for post-												
		production.												
		Advanced Video Creation and Editing Techniques												
		Working with Masks												
		Animating Layers												
		Working in 3D												
Unit 2		Motion Graphics								10	C	O2		
		It helps to create illusion of movement, changes over time.							ime.					
		Animating a layer or an effect on a layer by changing one							one					
		or more of its properties and basic transitions. This												
		W	orkflov	w used	to mo	del an	d anima	ate the	motion	ı grapl	nics			
							nics dep			- 1				
						-	to mak		_	_				
		_	_				ch a rei		_	-				
					_	_	coordi	_		_	·c			
		_	_		-		Coord	mate 5	D COM	ponem	.5			
		Ш	ito the	-	-		.•							
					_		mation							
			• F	Effects	& Pre	sets								
			• (	Compil	ling									
			• I	Editing	and ac	dding 1	transiti	ons						
Unit 3		Com	positio	n								10	C	O3
		A cor	npositi	on is t	he fran	newor	k for a	movie.	A typ	ical				
		comp	osition	inclu	des mu	ltiple l	layers t	hat rep	resent					
		comp	onents	such a	as vide	o and	audio f	ootage	items,	anima	ted			
		text a	nd vec	tor gra	phics,	still in	nages, a	and lig	hts					
		Compositions are essentially independent timelines. So you												
		can think of each composition as being a separate movie												
		can th	IIIK OI			project. Compiling and editing video/movie soundtracks.								
					-	diting	-	-						
Unit 4		proje VFX	ct. Con (Visual	npiling Effect	g and e		video/r	novie s	soundti	racks.		10	С	O4
Unit 4		project VFX In film	ct. Con (Visual n: maki	npiling Effecting, vis	g and e	cts are	video/r	novie s	soundti by which	racks. h imag		10	С	O4
Unit 4		project VFX In film	ct. Con (Visual n: maki and or	npiling Effect ng, vis manip	g and e	cts are	video/r	novie s	soundti by which	racks. h imag		10	С	O4
Unit 4		project VFX In film	ct. Con (Visual n: maki and or Keyi	npiling Effect ng, vis manip	g and e	cts are	video/r	novie s	soundti by which	racks. h imag		10	С	O4
Unit 4		project VFX In film	ct. Con (Visual n: maki and or Keyi Tracl	npiling Effect ng, vis manip ng king	g and e	cts are outside	the protein the con	novie s	soundti by which	racks. h imag		10	C	O4
		project VFX In film create •	ct. Con (Visual n: maki and or Keyi Tracl	npiling Effect ng, vis manip ng king	g and e	cts are outside	the protein the con	novie s	soundti by which	racks. h imag		10	С	O4
CO-PO a	and PSO !	project VFX In film create • • • • • • • • • • • • • • • • • • •	ct. Con (Visual n: maki and or Keyi Tracl Com	npiling Effect ng, vis manip ng king positin	g and e	cts are outside	the prothe con	novie s	oy whice	racks. th imag	not.			
		project VFX In film create •	ct. Con (Visual n: maki and or Keyi Tracl	npiling Effect ng, vis manip ng king	g and e	cts are outside	the protein the con	novie s	soundti by which	racks. h imag		10 PSO4	PSO5 2	O4 PSO6
CO-PO a CO CO1 CO2	and PSO N	project VFX In film create • • • • • • • • • • • • • • • • • • •	ct. Con (Visual n: maki and or Keyi Tracl Com	npiling Effect ng, vis manip ng king positin	g and e	cts are outside	the prothe con	novie s	oy whice a live a	racks. th imag	not.	PSO4	PSO5	
CO-PO a CO CO1 CO2 CO3	and PSO !	project VFX In film create • • • • • • • • • • • • • • • • • • •	ct. Con (Visual n: maki and or Keyi Tracl Com	npiling Effect ng, vis manip ng king positin	g and e	cts are outside	the prothe con	novie s	oy whice a live a	racks.  h imagetion sh	not.		PSO5	
CO-PO a CO CO1 CO2 CO3 CO4 Strongcoi	and PSO N PO1 2 nntribution	project VFX In film create  Mapping PO2  1  -3, Aver	ct. Con (Visual n: maki and or Keyi Tracl Com  PO3 2	npiling Effect ng, vis manip ng king positin	g and e  c)  ual effe  ulated c  g and a	cts are outside	the prothe con	novie s	oy whice a live a	racks.  th image ction shape s	not.	PSO4	PSO5	
CO-PO a CO CO1 CO2 CO3 CO4 Strongcoi	and PSO N	project VFX In film create  Mapping PO2  1  -3, Aver	ct. Con (Visual n: maki and or Keyi Tracl Com  PO3 2	npiling Effect ng, vis manip ng king positin	g and e  c)  ual effe  ulated c  g and a	cts are outside	the prothe con	novie s	oy whice a live a	racks.  th image ction shape s	not.	PSO4	PSO5	
CO-PO a CO CO1 CO2 CO3 CO4 Strongcoi	and PSO N PO1 2 nutribution sted Re	project VFX In film create  Mapping PO2  1  -3, Aver	ct. Con (Visual n: maki and or Keyi Tracl Com  PO3 2  agecontri	PO4  3 bution-2,	g and e  ual effe ulated c  g and a	cts are putside nimation PO6	the protection the control on.	PO8	py whice a live a	PSO2	PSO3	PSO4 2	PSO5 2	PSO6
CO-PO a CO CO1 CO2 CO3 CO4 Strongcoi Sugges	and PSO N PO1 2 nutribution sted Re	Project VFX In film create  Mapping PO2  1  -3, Aver adings	ct. Con (Visual n: maki and or Keyi Tracl Com  PO3 2  agecontric	npiling Effect ng, vis maniping king positin  PO4  3 bution-2,	y and e  post  post  Lo  potion Gr	cts are putside nimation PO6	the prothe con	PO8	PSO1	PSO2	PSO3	PSO4	PSO5 2	PSO6

2. VFX and CG Survival Guide for Producers and Film makers (VFX and CG

	Survival Guides Book 1) Kindle Edition by Farhan Qureshi
Reference Books	https://assets.ctfassets.net/22n7d68fswlw/57iItT05cAuAWc2IGw2GOs/872536968e229a3 54b419009a3b51b0c/Arc-Productions-VFX-Presentation_2.pdf
Para Text	Unit 1:  1. https://youtu.be/Xv8JBXPgel8?list=PLW-zSkCnZ-gD8OcjTPu-u_Rxl9-kl9Xqr  2. https://www.youtube.com/watch?v=OWy7v_xVcj4  3. https://youtu.be/gToF5P3ueO4  Unit 2:  1. https://youtu.be/YqD-Slc9N74  2. https://youtu.be/5PNotJrwkYY?list=PLWYrOcXOQTLCzRlSioyNG90GgvblR33j7  Unit 3:  1. https://youtu.be/7ZL3C_adj2c?list=PL8bFzmxNj3c56ZHrRVGoRF1p9pub7urEU  Unit4:  1. https://youtu.be/Tl_JDQB1wG8?list=PLLleCPARvWzlNSt4Gob0JR6oDNpaD-3qM  2. https://youtu.be/YefXd770d4g

## Recapitulation & Examination Pattern

## **Internal Continuous Assessment:**

Component	Marks	Pattern
Mid Semester	20	Section A: Contains 10 MCQs/Fill in the blanks/One Word Answer/ True-False type of questions. Each question carries 0.5 mark.  Section B: Contains 07 descriptive questions out of which 05 questions are to be attempted. Each question carries 03 marks.
Class Test	05	Contains <b>05 descriptive questions.</b> Each question carries <b>01</b> mark.
Online Test/ Objective Test	05	Contains 10 multiple-choice questions. Each question carries 0.5 mark.
Assignment/ Presentation	05	Assignment to be made on topics and instruction given by subject teacher
Attendance	05	As per policy
Total Marks	40	

Course created by:	Ms. Iffat Jahan	Approved by: Mr. Gaurav Rawat
Signature:		Signature: