

## **Department of Visual Arts**

### **Animation & Game Art**

#### **VISION:**

As a passionate artist, our vision is to cultivate a vibrant and creative community of budding artists blending with creativity & technology.

#### **MISSION:**

To empower students with artistic ideas and technical skills by observing, adopting, and implementing industry standards.

#### **CORE VALUES:**

1. Responsibility: We foster a culture of responsibility, encouraging students to take ownership of their artistic pursuits, meet deadlines, and respect resources.
2. Respect: We promote mutual respect, valuing diverse perspectives, backgrounds, and artistic styles to create an inclusive community.
3. Accountability: We emphasize accountability in artistic practice, urging students to consider the ethical implications of their work and uphold integrity in their creative process.

#### **Program educational objectives:**

1. Students will learn how to handle the creative pressure.
2. To develop themselves as successful artists with industry standards
3. To be known for their unique creative art with quality and standard.
4. Students will learn how to start their startups in the creative field with research.
5. To build a potential to make a successful higher study.

## **Program outcome:**

### **Program Outcomes for BVA Animation, BVA Graphic Design, and BVA Interior Design**

- PO1. Graduates across all disciplines will demonstrate critical thinking skills by analysing design or animation concepts, evaluating creative solutions, and problem-solving to address complex challenges within their respective fields, fostering innovative and effective outcomes.
- PO2. Graduates will exhibit ethical awareness and integrity in their professional practice, respecting cultural diversity, promoting inclusivity, and upholding ethical principles and standards in client interactions, project execution, and content creation, ensuring responsible and ethical contributions to their industries.
- PO3. Graduates will integrate principles of environmental sustainability into their work, making informed choices about materials, production processes, and design solutions to minimize environmental impact, promote sustainable practices, and contribute to a more environmentally conscious and responsible design and animation industry.
- PO4. Graduates will embrace self-directed learning and commit to lifelong learning, continuously seeking opportunities for professional growth, skill development, and industry engagement to stay updated with emerging trends, technologies, and best practices, fostering adaptability, resilience, and continuous improvement throughout their careers.

## **Program specific outcome:**

### **Program Specific Outcomes BVA Animation& Game Art:**

- PSO1. Students will demonstrate proficiency in fundamental animation principles, including timing, spacing, squash and stretch, and anticipation, allowing them to create dynamic and believable character movements.
- PSO2. Students will exhibit an understanding of ethical considerations in animation production, producing content that respects diverse perspectives, cultures, and values while adhering to professional standards and legal regulations.

### **Program-Specific Outcomes for BVA Interior Design:**

- PSO1. Graduates will demonstrate the ability to analyze complex spatial problems critically, assess client needs, and develop innovative design solutions that integrate aesthetic, functional, and ergonomic considerations while adhering to budgetary and regulatory constraints.
- PSO2. Graduates will exhibit ethical awareness and integrity in their practice, respecting client confidentiality, cultural sensitivities, and legal requirements while upholding professional standards and codes of conduct in all aspects of interior design projects.
- PSO3. Graduates will cultivate a proactive approach to learning and professional development, seeking out opportunities to expand their knowledge, skills, and expertise in interior design through continued education, professional networking, and participation in industry events and initiatives.

## Course Outcomes for Animation and Game Art:

### 1st-semester BVA

	<b>At the end of the course, the students will be able to:</b>
CO1	Visual Elements & Communication 1
CO2	Visual Elements & Communication 2
CO3	Design Principles in 2D and 3D

#### **Course: Design Fundamentals I:**

**Credits: 10**

CO	Course Outcome	Knowledge category ( <i>Factual/ Conceptual/ Procedural/ Metacognitive</i> )	Cognitive Level	No. of hours	POs/PSOs
CO1	Intro to visual Elements & Communication 1	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2
CO2	Discuss Visual Elements & Communication II	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2
CO3	Learn Design Principles in 2D and 3D	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2

**CO Attainment**  
**Direct Attainment of COs**

**Assessment Plan for CIE**

CO	A1 (10)	S1 (10)	T1 (15)	T2 (15)
CO1	6	5	7	8
CO2	4	5	8	7
CO3	0	0	0	0

**Attainment of COs from CIE**

**Class average in CIE (As Calculated)**

CO	A1 Cl. Ave (10)	S1 (10)	T1 Cl. Ave (15)	T2 Cl. Ave (15)	CIE Class Average (%)
CO1	1.6	1.6	5.6	5.6	80
CO2	1.6	1.6	5.6	5.6	75
CO3	0	0	0	0	76

**Attainment of COs from SEE**

CO	Class Average in SEE
CO1	74
CO2	74
CO3	74

### Computation of CO Direct Attainment in the course:

CO	CIE Cl. Ave	SEE Cl. Ave	Direct CO Attainment $0.5 * \text{CIE Cl. Ave}$ $+0.5 * \text{SEE Cl. Ave}$
CO1	80	74	79.6
CO2	75	74	74.5
CO3	76	74	75.5

**Targets:** Targets are set for each CO of a course separately as

CO	Target (Class Average)
CO1	80
CO2	75
CO3	73

### CO Attainment Gap

CO	CO Attainment	Target (Class Average)	CO attainment Gap <b>CA-COA</b>
CO1	79.6	80	0.4
CO2	74.5	75	0.5
CO3	75.5	73	-2.5

### Closure of the Quality Loop for COs:

	Target	CO Attainment gap (%)	Action proposed to bridge the gap	Modification of target where achieved
CO1	80	0.4		80
CO2	75	0.5	We asked to students to solve the previous year's question papers	
CO3	73	-2.5	More assignments were given to understand the concept more	

### CO-PO/PSO Mappings

CO	POs/PSOs	Class Sessions
CO1	PO1 PSO1 PSO2	20
CO2	PO1 PSO1 PSO2	20
CO3	PO1 PSO1 PSO2	20
		60

### Course – PO/PSO Mapping Strength

Percentage of Sessions devoted to each PO/PSO	Mapping Strength
60 of 60(100%) sessions are devoted to PO1	Mapping strength 3
60 of 60(100%) sessions are devoted to PSO1	Mapping strength 3
60 of 60(100%) sessions are devoted to PSO2	Mapping strength 3

### Course-POs/PSO Mapping

Course	POs												PSOs				
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4	5
TOC	3	-	-	-	-	-	-	-	-	-	-	-	3	3	-	-	-

### CO Attainment and POs/PSOs

CO	POs	CO Attainment (%ge)
CO1	PO1 PSO1 PSO2	79.6
CO2	PO1 PSO1 PSO2	74.5
CO3	PO1 PSO1 PSO2	75.5

### PO and PSO Attainment

Attainment of PO/PSO = (Average of attainments of relevant COs) x Scale Factor

Scale Factor = (Actual Mapping Strength / Maximum Possible Mapping Strength)

= Actual Mapping Strength / 3

PO/PSO	Attainment (%)
PO1	$(3/3) * (79.6 + 74.5 + 75.5) / 3 = 74.96$
PSO1	$(3/3) * (79.6 + 74.5 + 75.5) / 3 = 74.96$
PSO2	$(3/3) * (79.6 + 74.5 + 75.5) / 3 = 74.96$



### Attainment of POs and PSOs

Course	POs												PSOs				
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4	5
TOC	3	-	-	-	-	-	-	-	-	-	-	-	3	3	-	-	-
Attainment	.74												.74	.74			

## SEM- 1 Design Fundamentals- I

**Course: Design Fundamentals I:**

**Credits: 10**

	<b>At the end of the course the students will be able to:</b>
CO1	Understanding perception and Visual elements.
CO2	Developing observational drawing skills.
CO3	Studying human figures and perspective principles.

CO	Course Outcome	Knowledge category ( <i>Factual/ Conceptual/ Procedural/ Metacognitive</i> )	Cognitive Level	No. of hours	POs/PSOs
CO1	Understanding perception and Visual elements.	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2
CO2	Developing observational drawing skills.	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2
CO3	Studying human figures and perspective principles.	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2

**CO Attainment**  
**Direct Attainment of COs**

**Assessment Plan for CIE**

CO	A1 (10)	S1 (10)	T1 (15)	T2 (15)
CO1	6	5	7	8
CO2	4	5	8	7
CO3	0	0	0	0

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**Class average in CIE (As Calculated)**

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CO2	1.6	1.6	5.6	5.6	75
CO3	0	0	0	0	76

**Attainment of COs from SEE**

CO	Class Average in SEE
CO1	74
CO2	74
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### Computation of CO Direct Attainment in the course:

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CO	CO Attainment	Target (Class Average)	CO attainment Gap <b>CA-COA</b>
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### CO-PO/PSO Mappings

CO	POs/PSOs	Class Sessions
CO1	PO1 PSO1 PSO2	20
CO2	PO1 PSO1 PSO2	20
CO3	PO1 PSO1 PSO2	20
		60

### Course – PO/PSO Mapping Strength

Percentage of Sessions devoted to each PO/PSO	Mapping Strength
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Course	POs												PSOs				
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TOC	3	-	-	-	-	-	-	-	-	-	-	-	3	3	-	-	-

### CO Attainment and POs/PSOs

CO	POs	CO Attainment (%ge)
CO1	PO1 PSO1 PSO2	79.6
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### PO and PSO Attainment

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Scale Factor = (Actual Mapping Strength / Maximum Possible Mapping Strength)

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PO/PSO	Attainment (%)
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PSO1	$(3/3) * (79.6 + 74.5 + 75.5) / 3 = 74.96$
PSO2	$(3/3) * (79.6 + 74.5 + 75.5) / 3 = 74.96$

### Attainment of POs and PSOs

Course	POs												PSOs				
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4	5
TOC	3	-	-	-	-	-	-	-	-	-	-	-	3	3	-	-	-
Attainment	.74												.74	.74			

## SEM-2 Design Fundamentals- II

	<b>At the end of the course the students will be able to:</b>
CO1	Develop an understanding of various influences on visual culture.
CO2	Acquire skills in creating complex 3D forms and structures.
CO3	Demonstrate proficiency in applying colour theory to 3D design.

**Course: Design Fundamentals I:**

**Credits: 10**

CO	Coure Outcome	Knowledge category ( <i>Factual/ Conceptual/ Procedural/ Metacognitive</i> )	Cognitive Level	No. of hours	POs/PSOs
CO1	Intro to visual Elements & Communication 1	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2
CO2	Discuss Visual Elements & Communication II	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2
CO3	Learn Design Principles in 2D and 3D	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2



**CO Attainment**  
**Direct Attainment of COs**

**Assessment Plan for CIE**

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CO3	0	0	0	0

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**Class average in CIE (As Calculated)**

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**Attainment of COs from SEE**

CO	Class Average in SEE
CO1	74
CO2	74
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### Computation of CO Direct Attainment in the course:

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CO	POs/PSOs	Class Sessions
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CO2	PO1 PSO1 PSO2	20
CO3	PO1 PSO1 PSO2	20
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### Course – PO/PSO Mapping Strength

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### Course-POs/PSO Mapping

Course	POs												PSOs				
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TOC	3	-	-	-	-	-	-	-	-	-	-	-	3	3	-	-	-

### CO Attainment and POs/PSOs

CO	POs	CO Attainment (%ge)
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### Attainment of POs and PSOs

Course	POs												PSOs				
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4	5
TOC	3	-	-	-	-	-	-	-	-	-	-	-	3	3	-	-	-
Attainment	.74												.74	.74			

### SEM-3 Animation Foundation- I:

<b>CO1</b>	Learn animation basics and history; apply traditional techniques.
<b>CO2</b>	Practice timing, spacing, ease, squash/stretch, and anticipation.
<b>CO3</b>	Implement follow-through, overlapping, and exaggeration; create a project.

**Course: Animation Foundation:**

**Credits: 10**

CO	Coure Outcome	Knowledge category ( <i>Factual/ Conceptual/ Procedural/ Metacognitive</i> )	Cognitive Level	No. of hours	POs/PSOs
CO1	Learn Animation Basics and History: apply Traditional Techniques	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2
CO2	Practice timing, spacing, ease, squash/stretch, and anticipation.	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2
CO3	Implement follow-through, overlapping, and exaggeration; create a project.	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2

**CO Attainment**  
**Direct Attainment of COs**

**Assessment Plan for CIE**

CO	A1 (10)	S1 (10)	T1 (15)	T2 (15)
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**Attainment of COs from CIE**

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**Attainment of COs from SEE**

CO	Class Average in SEE
CO1	74
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### Computation of CO Direct Attainment in the course:

CO	CIE Cl. Ave	SEE Cl. Ave	Direct CO Attainment $0.5 * \text{CIE Cl. Ave}$ $+0.5 * \text{SEE Cl. Ave}$
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### CO-PO/PSO Mappings

CO	POs/PSOs	Class Sessions
CO1	PO1 PSO1 PSO2	20
CO2	PO1 PSO1 PSO2	20
CO3	PO1 PSO1 PSO2	20
		60

### Course – PO/PSO Mapping Strength

Percentage of Sessions devoted to each PO/PSO	Mapping Strength
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Course	POs												PSOs				
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### Attainment of POs and PSOs

Course	POs												PSOs				
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TOC	3	-	-	-	-	-	-	-	-	-	-	-	3	3	-	-	-
Attainment	.74												.74	.74			

### SEM-3 Art for Animation-I:

<b>CO1</b>	Analyse forms, master rendering, explore light impact.
<b>CO2</b>	Review perspective, practice balance, and refine solid drawing.
<b>CO3</b>	Acquire simplification, practice posing, and develop expressive characters

### Course: Art for Animation-I:

**Credits: 10**

CO	Course Outcome	Knowledge category (Factual/ Conceptual/ Procedural/ Metacognitive)	Cognitive Level	No. of hours	POs/PSOs
CO1	Analyse forms, master rendering, explore light impact.	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2
CO2	Review perspective, practice balance, and refine solid drawing.	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2
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## CO Attainment

### Direct Attainment of COs

#### Assessment Plan for CIE

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### Attainment of POs and PSOs

Course	POs												PSOs				
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TOC	3	-	-	-	-	-	-	-	-	-	-	-	3	3	-	-	-
Attainment	.74												.74	.74			

## SEM -4 3D CGI Foundation (Practical):

<b>CO1</b>	Explore 3D graphics and master modelling techniques
<b>CO2</b>	Understand shaders, textures, and PBR workflow.
<b>CO3</b>	Learn lighting and rendering for realistic scenes.

**Course: 3D CGI Foundation:**

**Credits: 10**

CO	Coure Outcome	Knowledge category ( <i>Factual/ Conceptual/ Procedural/ Metacognitive</i> )	Cognitive Level	No. of hours	POs/PSOs
CO1	Explore 3D graphics and master modelling techniques	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2
CO2	Understand shaders, textures, and PBR workflow.	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2
CO3	Learn lighting and rendering for realistic scenes.	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2

**CO Attainment**  
**Direct Attainment of COs**

**Assessment Plan for CIE**

CO	A1 (10)	S1 (10)	T1 (15)	T2 (15)
CO1	6	5	7	8
CO2	4	5	8	7
CO3	0	0	0	0

**Attainment of COs from CIE**

**Class average in CIE (As Calculated)**

CO	A1 Cl. Ave (10)	S1 (10)	T1 Cl. Ave (15)	T2 Cl. Ave (15)	CIE Class Average (%)
CO1	1.6	1.6	5.6	5.6	80
CO2	1.6	1.6	5.6	5.6	75
CO3	0	0	0	0	76

**Attainment of COs from SEE**

CO	Class Average in SEE
CO1	74
CO2	74
CO3	74

### Computation of CO Direct Attainment in the course:

CO	CIE Cl. Ave	SEE Cl. Ave	Direct CO Attainment $0.5 * \text{CIE Cl. Ave}$ $+0.5 * \text{SEE Cl. Ave}$
CO1	80	74	79.6
CO2	75	74	74.5
CO3	76	74	75.5

**Targets:** Targets are set for each CO of a course separately as

CO	Target (Class Average)
CO1	80
CO2	75
CO3	73

### CO Attainment Gap

CO	CO Attainment	Target (Class Average)	CO attainment Gap <b>CA-COA</b>
CO1	79.6	80	0.4
CO2	74.5	75	0.5
CO3	75.5	73	-2.5

### Closure of the Quality Loop for COs:

	Target	CO Attainment gap (%)	Action proposed to bridge the gap	Modification of target where achieved
CO1	80	0.4		80
CO2	75	0.5	We asked to students to solve the previous year's question papers	
CO3	73	-2.5	More assignments were given to understand the concept more	

### CO-PO/PSO Mappings

CO	POs/PSOs	Class Sessions
CO1	PO1 PSO1 PSO2	20
CO2	PO1 PSO1 PSO2	20
CO3	PO1 PSO1 PSO2	20
		60

### Course – PO/PSO Mapping Strength

Percentage of Sessions devoted to each PO/PSO	Mapping Strength
60 of 60(100%) sessions are devoted to PO1	Mapping strength 3
60 of 60(100%) sessions are devoted to PSO1	Mapping strength 3
60 of 60(100%) sessions are devoted to PSO2	Mapping strength 3

### Course-POs/PSO Mapping

Course	POs												PSOs				
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4	5
TOC	3	-	-	-	-	-	-	-	-	-	-	-	3	3	-	-	-

### CO Attainment and POs/PSOs

CO	POs	CO Attainment (%ge)
CO1	PO1 PSO1 PSO2	79.6
CO2	PO1 PSO1 PSO2	74.5
CO3	PO1 PSO1 PSO2	75.5

### PO and PSO Attainment

Attainment of PO/PSO = (Average of attainments of relevant COs) x Scale Factor

Scale Factor = (Actual Mapping Strength / Maximum Possible Mapping Strength)

= Actual Mapping Strength / 3

PO/PSO	Attainment (%)
PO1	$(3/3) * (79.6 + 74.5 + 75.5) / 3 = 74.96$
PSO1	$(3/3) * (79.6 + 74.5 + 75.5) / 3 = 74.96$
PSO2	$(3/3) * (79.6 + 74.5 + 75.5) / 3 = 74.96$

### Attainment of POs and PSOs

Course	POs												PSOs				
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4	5
TOC	3	-	-	-	-	-	-	-	-	-	-	-	3	3	-	-	-
Attainment	.74												.74	.74			

## SEM-4 Art for Animation – II:

<b>CO1</b>	Study human and animal anatomy fundamentals.
<b>CO2</b>	Master digital painting tools, techniques, light, shadow.
<b>CO3</b>	Learn concept art, visual development, and composition principles.

### Course: 3D CGI Foundation:

**Credits: 10**

CO	Coure Outcome	Knowledge category ( <i>Factual/ Conceptual/ Procedural/ Metacognitive</i> )	Cognitive Level	No. of hours	POs/PSOs
CO1	Study human and animal anatomy fundamentals.	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2
CO2	Master digital painting tools, techniques, light, shadow.	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2
CO3	Learn concept art, visual development, and composition principles.	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2



## CO Attainment

### Direct Attainment of COs

#### Assessment Plan for CIE

CO	A1 (10)	S1 (10)	T1 (15)	T2 (15)
CO1	6	5	7	8
CO2	4	5	8	7
CO3	0	0	0	0

#### Attainment of COs from CIE

##### Class average in CIE (As Calculated)

CO	A1 Cl. Ave (10)	S1 (10)	T1 Cl. Ave (15)	T2 Cl. Ave (15)	CIE Class Average (%)
CO1	1.6	1.6	5.6	5.6	80
CO2	1.6	1.6	5.6	5.6	75
CO3	0	0	0	0	76

#### Attainment of COs from SEE

CO	Class Average in SEE
CO1	74
CO2	74
CO3	74

**Computation of CO Direct Attainment in the course:**

CO	CIE Cl. Ave	SEE Cl. Ave	Direct CO Attainment $0.5 * \text{CIE Cl. Ave}$ $+0.5 * \text{SEE Cl. Ave}$
CO1	80	74	79.6
CO2	75	74	74.5
CO3	76	74	75.5

**Targets:** Targets are set for each CO of a course separately as

CO	Target (Class Average)
CO1	80
CO2	75
CO3	73

**CO Attainment Gap**

CO	CO Attainment	Target (Class Average)	CO attainment Gap <b>CA-COA</b>
CO1	79.6	80	0.4
CO2	74.5	75	0.5
CO3	75.5	73	-2.5

### Closure of the Quality Loop for COs:

	Target	CO Attainment gap (%)	Action proposed to bridge the gap	Modification of target where achieved
CO1	80	0.4		80
CO2	75	0.5	We asked to students to solve the previous year's question papers	
CO3	73	-2.5	More assignments were given to understand the concept more	

### CO-PO/PSO Mappings

CO	POs/PSOs	Class Sessions
CO1	PO1 PSO1 PSO2	20
CO2	PO1 PSO1 PSO2	20
CO3	PO1 PSO1 PSO2	20
		60

### Course – PO/PSO Mapping Strength

Percentage of Sessions devoted to each PO/PSO	Mapping Strength
60 of 60(100%) sessions are devoted to PO1	Mapping strength 3
60 of 60(100%) sessions are devoted to PSO1	Mapping strength 3
60 of 60(100%) sessions are devoted to PSO2	Mapping strength 3

### Course-POs/PSO Mapping

Course	POs												PSOs				
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4	5
TOC	3	-	-	-	-	-	-	-	-	-	-	-	3	3	-	-	-

### CO Attainment and POs/PSOs

CO	POs	CO Attainment (%ge)
CO1	PO1 PSO1 PSO2	79.6
CO2	PO1 PSO1 PSO2	74.5
CO3	PO1 PSO1 PSO2	75.5

### PO and PSO Attainment

Attainment of PO/PSO = (Average of attainments of relevant COs) x Scale Factor

Scale Factor = (Actual Mapping Strength / Maximum Possible Mapping Strength)

$$= \text{Actual Mapping Strength} / 3$$

PO/PSO	Attainment (%)
PO1	$(3/3) * (79.6 + 74.5 + 75.5) / 3 = 74.96$
PSO1	$(3/3) * (79.6 + 74.5 + 75.5) / 3 = 74.96$
PSO2	$(3/3) * (79.6 + 74.5 + 75.5) / 3 = 74.96$

### Attainment of POs and PSOs

Course	POs												PSOs				
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4	5
TOC	3	-	-	-	-	-	-	-	-	-	-	-	3	3	-	-	-
Attainment	.74												.74	.74			

## SEM-5 Preproduction; Script to Animatic:

<b>CO1</b>	Learn animation production stages: pre-production, production, post-production.
<b>CO2</b>	Develop animation stories and scripts; analyze case studies.
<b>CO3</b>	Understand film language: camera shots, cuts, composition basics.
<b>CO4</b>	Create visual narratives and storyboards; work digitally.
<b>CO5</b>	Design sound, use video editing tools; develop animatics.

### Course: Preproduction; Script to Animatic:

**Credits: 10**

CO	Course Outcome	Knowledge category (Factual/ Conceptual/ Procedural/ Metacognitive)	Cognitive Level	No. of hours	POs/PSOs
CO1	Learn animation production stages: pre-production, production, post-production.	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2
CO2	Develop animation stories and scripts; analyze case studies.	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2
CO3	Learn concept art, visual development, and composition principles.	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2

CO4	Create visual narratives and storyboards; work digitally.	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2
CO5	Design sound, use video editing tools; develop animatics.	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2

### CO Attainment

#### Direct Attainment of COs

#### Assessment Plan for CIE

CO	A1 (10)	S1 (10)	T1 (15)	T2 (15)
CO1	6	5	7	8
CO2	4	5	8	7
CO3	0	0	0	0

#### Attainment of COs from CIE

#### Class average in CIE (As Calculated)

CO	A1 Cl. Ave (10)	S1 (10)	T1 Cl. Ave (15)	T2 Cl. Ave (15)	CIE Class Average (%)
CO1	1.6	1.6	5.6	5.6	80
CO2	1.6	1.6	5.6	5.6	75
CO3	0	0	0	0	76

### Attainment of COs from SEE

CO	Class Average in SEE
CO1	74
CO2	74
CO3	74

### Computation of CO Direct Attainment in the course:

CO	CIE Cl. Ave	SEE Cl. Ave	Direct CO Attainment $0.5 * \text{CIE Cl. Ave}$ $+0.5 * \text{SEE Cl. Ave}$
CO1	80	74	79.6
CO2	75	74	74.5
CO3	76	74	75.5

**Targets:** Targets are set for each CO of a course separately as

CO	Target (Class Average)
CO1	80
CO2	75
CO3	73

### CO Attainment Gap

CO	CO Attainment	Target (Class Average)	CO attainment Gap <b>CA-COA</b>
CO1	79.6	80	0.4
CO2	74.5	75	0.5
CO3	75.5	73	-2.5



### Closure of the Quality Loop for COs:

	Target	CO Attainment gap (%)	Action proposed to bridge the gap	Modification of target where achieved
CO1	80	0.4		80
CO2	75	0.5	We asked to students to solve the previous year's question papers	
CO3	73	-2.5	More assignments were given to understand the concept more	

### CO-PO/PSO Mappings

CO	POs/PSOs	Class Sessions
CO1	PO1 PSO1 PSO2	20
CO2	PO1 PSO1 PSO2	20
CO3	PO1 PSO1 PSO2	20
		60

### Course – PO/PSO Mapping Strength

Percentage of Sessions devoted to each PO/PSO	Mapping Strength
60 of 60(100%) sessions are devoted to PO1	Mapping strength 3
60 of 60(100%) sessions are devoted to PSO1	Mapping strength 3
60 of 60(100%) sessions are devoted to PSO2	Mapping strength 3

### Course-POs/PSO Mapping

Course	POs												PSOs				
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4	5
TOC	3	-	-	-	-	-	-	-	-	-	-	-	3	3	-	-	-

### CO Attainment and POs/PSOs

CO	POs	CO Attainment (%ge)
CO1	PO1 PSO1 PSO2	79.6
CO2	PO1 PSO1 PSO2	74.5
CO3	PO1 PSO1 PSO2	75.5

### PO and PSO Attainment

Attainment of PO/PSO = (Average of attainments of relevant COs) x Scale Factor

Scale Factor = (Actual Mapping Strength / Maximum Possible Mapping Strength)

= Actual Mapping Strength / 3

PO/PSO	Attainment (%)
PO1	$(3/3) * (79.6 + 74.5 + 75.5) / 3 = 74.96$
PSO1	$(3/3) * (79.6 + 74.5 + 75.5) / 3 = 74.96$
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### Attainment of POs and PSOs

Course	POs												PSOs				
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4	5
TOC	3	-	-	-	-	-	-	-	-	-	-	-	3	3	-	-	-
Attainment	.74												.74	.74			

## SEM5 Character Animation:

<b>CO1</b>	Master character posing, body mechanics, and storytelling through poses.
<b>CO2</b>	Explore advanced body movements: push-pull, weightlifting, acrobatics.
<b>CO3</b>	Introduce acting principles: pantomime, reference study, facial expressions, rendering.

### Course: Character Animation:

**Credits: 10**

CO	Coure Outcome	Knowledge category ( <i>Factual/ Conceptual/ Procedural/ Metacognitive</i> )	Cognitive Level	No. of hours	POs/PSOs
CO1	Master character posing, body mechanics, and storytelling through poses.	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2
CO2	Explore advanced body movements: push-pull, weightlifting, acrobatics.	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2
CO3	Introduce acting principles: pantomime, reference study, facial	CONCEPTUAL	Understand & apply	20	PO1 PSO1 PSO2
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**CO Attainment**  
**Direct Attainment of COs**

**Assessment Plan for CIE**

CO	A1 (10)	S1 (10)	T1 (15)	T2 (15)
CO1	6	5	7	8
CO2	4	5	8	7
CO3	0	0	0	0

**Attainment of COs from CIE**

**Class average in CIE (As Calculated)**

CO	A1 Cl. Ave (10)	S1 (10)	T1 Cl. Ave (15)	T2 Cl. Ave (15)	CIE Class Average (%)
CO1	1.6	1.6	5.6	5.6	80
CO2	1.6	1.6	5.6	5.6	75
CO3	0	0	0	0	76

**Attainment of COs from SEE**

CO	Class Average in SEE
CO1	74
CO2	74
CO3	74

**Computation of CO Direct Attainment in the course:**

CO	CIE Cl. Ave	SEE Cl. Ave	Direct CO Attainment $0.5 * \text{CIE Cl. Ave}$ $+0.5 * \text{SEE Cl. Ave}$
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**Targets:** Targets are set for each CO of a course separately as

CO	Target (Class Average)
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**CO Attainment Gap**

CO	CO Attainment	Target (Class Average)	CO attainment Gap <b>CA-COA</b>
CO1	79.6	80	0.4
CO2	74.5	75	0.5
CO3	75.5	73	-2.5

### Closure of the Quality Loop for COs:

	Target	CO Attainment gap (%)	Action proposed to bridge the gap	Modification of target where achieved
CO1	80	0.4		80
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### CO-PO/PSO Mappings

CO	POs/PSOs	Class Sessions
CO1	PO1 PSO1 PSO2	20
CO2	PO1 PSO1 PSO2	20
CO3	PO1 PSO1 PSO2	20
		60

### Course – PO/PSO Mapping Strength

Percentage of Sessions devoted to each PO/PSO	Mapping Strength
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60 of 60(100%) sessions are devoted to PSO1	Mapping strength 3
60 of 60(100%) sessions are devoted to PSO2	Mapping strength 3

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### Course-POs/PSO Mapping

Course	POs												PSOs				
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4	5
TOC	3	-	-	-	-	-	-	-	-	-	-	-	3	3	-	-	-

### CO Attainment and POs/PSOs

CO	POs	CO Attainment (%ge)
CO1	PO1 PSO1 PSO2	79.6
CO2	PO1 PSO1 PSO2	74.5
CO3	PO1 PSO1 PSO2	75.5

### PO and PSO Attainment

Attainment of PO/PSO = (Average of attainments of relevant COs) x Scale Factor

Scale Factor = (Actual Mapping Strength / Maximum Possible Mapping Strength)

= Actual Mapping Strength / 3

PO/PSO	Attainment (%)
PO1	$(3/3) * (79.6 + 74.5 + 75.5) / 3 = 74.96$
PSO1	$(3/3) * (79.6 + 74.5 + 75.5) / 3 = 74.96$
PSO2	$(3/3) * (79.6 + 74.5 + 75.5) / 3 = 74.96$



### Attainment of POs and PSOs

Course	POs												PSOs				
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4	5
TOC	3	-	-	-	-	-	-	-	-	-	-	-	3	3	-	-	-
Attainment	.74												.74	.74			

### SEM-5 BG Design and Development:

CO1: Dive into background design, staging, framing, perspective, colour, and lighting.

CO2: Learn 3D background modelling techniques: blocking, asset modelling, and optimization.

CO3: Master texturing, lighting, and rendering for 3D scenes: UV layout, texture painting, CG lighting, rendering passes.

### **SEM-6 post-production:**

CO1: Postproduction in VFX and film: motion design, animation presets.

CO2: Compositing essentials: layer-based techniques, masks, colour correction, tracking.

CO3: Advanced compositing: 3D layers, camera tracking, set extensions.

CO4: Video editing basics: non-linear editing, effects, media conformation.

### **SEM-6 Character Design and Development:**

CO1: Character Design Basics: Traits, shapes, anatomy, model sheets.

CO2: 3D Character Modelling: Reference study, topology, clothing, UV layout.

CO3: Look Development: Skin shader, texturing, lighting, rendering.

### **SEM-6 Game Art:**

CO1: Low Poly Modelling: Techniques, base meshes, UV layout.

CO2: Digital Sculpting: Tools, props sculpting, high-resolution mesh.

CO3: Texturing: 3D painting, baking maps, PBR textures.



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