

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.

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:

SEM-1 Design Fundamentals I:

CO1: Visual Elements & Communication 1

CO2: Visual Elements & Communication 2

CO3: Design Principles in 2D and 3D

SEM- 1 Drawing Fundamentals I:

CO1: Understanding perception and visual elements.

CO2: Developing observational drawing skills.

CO3: Studying human figures and perspective principles.

SEM-2 Design Fundamentals- II

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.

SEM-3 Animation Foundation- I:

CO1: Learn animation basics, and history; apply traditional techniques.

CO2: Practice timing, spacing, ease, squash/stretch, and anticipation.

CO3: Implement follow-through, overlapping, exaggeration; create project.

SEM-3 Art for Animation-I:

CO1: Analyse forms, master rendering, explore light impact.

CO2: Review perspective, practice balance, and refine solid drawing.

CO3: Acquire simplification, practice posing, and develop expressive characters.

SEM -4 3D CGI Foundation (Practical):

CO1: Explore 3D graphics and master modelling techniques.

CO2: Understand shaders, textures, and PBR workflow.

CO3: Learn lighting and rendering for realistic scenes.

CO4: Apply skills in mini-project rendering.

SEM-4 Art for Animation – II:

CO1: Study human and animal anatomy fundamentals.

CO2: Master digital painting tools, techniques, light, shadow.

CO3: Learn concept art, visual development, and composition principles.

CO4: Explore skies, trees, water; create mini project.

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SEM-5 Preproduction; Script to Animatic:

CO1: Learn animation production stages: pre-production, production, post-production.

CO2: Develop animation stories and scripts; analyze case studies.

CO3: Understand film language: camera shots, cuts, composition basics.

CO4: Create visual narratives, and storyboards; work digitally.

CO5: Design sound, use video editing tools; develop animatics.

SEM5 Character Animation:

CO1: Master character posing, body mechanics, and storytelling through poses.

CO2: Explore advanced body movements: push-pull, weightlifting, acrobatics.

CO3: Introduce acting principles: pantomime, reference study, facial expressions, rendering.

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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