Shri Vaishnav Vidyapeeth Vishwavidyalaya, Indore.

SVIFA

M.F.A. – Animation

SUBJECT CODE	NAME OF SUBJECT	Teaching Scheme/Week			CREDITS	EXAMINATION SCHEME				
						Theory			Practical	
		L	T	P		End sem university exam	Two Term Exam	Teacher * Assessment	End sem university exam	Teacher * Assessment
AMFA-401	Basics of Gaming Development	4	0	0	4	60	20	20	0	0

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical;   **C** - Credit;
***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs): The students will be able to:

- To familiarize the students with the basics of game development.
- To acquaint the students the various techniques and styles that created the current style of video games.

Course Outcomes (COs): The student should be able to:

To enable the students to analyse the steps of development of gaming in order to create their original video games.

Paper I

AMFA-401

Basics of Gaming Development

Unit I

Concept of Gaming Development. Overview of Gaming Development. History of Gaming Development and its importance.

Unit II

Roles of Producer, Publisher, Development team, Designer, Artist, Programmer, Level designer, Sound engineer, and Tester.

Unit III

The Development process. Pre-production, High concept, Pitch, Concept, Game design document and Prototype.

Unit IV

Production, Design, Programming, Level creation, Art production, Audio production, Testing, Milestones, First playable, Alpha, Code freeze, Beta, Code release, Gold master,

Unit V

Release schedules and "crunch time", Post-production, Maintenance, Outsourcing, Marketing, Trade show demo, Localization, Development costs.

Recommended Readings:

1. Jason Whittaker (2004), The cyberspace handbook, Routledge, New York.
2. Suzanne Buchan, (2013). Pervasive Animation, Routledge, New York.

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						Theory			Practical	
		L	T	P		End sem university exam	Two Term Exam	Teacher * Assessment	End sem university exam	Teacher * Assessment
AMFA-402	Cinematography	4	0	0	4	60	20	20	0	0

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical;   **C** - Credit;
***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs): The student will be able to:

- To familiarize the students to the stages of cinematography.
- To acquaint the students with key aspects of cinematography.

Course Outcomes (COs): The student should be able to:

- To enable the students to develop cinematography skills.

Paper II

AMFA-402

Cinematography

Unit- I

Nature and scope of Cinematography. Personnel, Cinematographer- roles and responsibilities. Cinematic Technique Terms and Definitions.

Unit- II

History of film: Precursors - Muybridge sequence of a horse galloping, zoopraxiscope, Film - Kinetograph, Black and white, Color, and Digital video.

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Unit- III

Aspects contributing to Cinematography: Cinema technique, Image sensor and film stock, Filters, Lens, Depth of field and focus.

Unit- IV

Citizen Kane- analysis of technique. Aspect ratio and framing, Lighting, Camera movements and their importance in cinematography.

Unit-V

The Execution of Mary Stuart - Special effects. Double exposure, Frame rate selection, Reverse and slow motion.

Recommended Readings:

1. David Cook, (1981) A History of Narrative Film. W. W. Norton & Company. New York.
2. Jon Hill and Pamela Gibsion. (1998) The Oxford Guide to Film Studies. Oxford University Press.
3. Julia Hallam & Margaret Marshment, (2000). Realism and Popular Cinema. Manchester: Manchester University Press
4. Lisa Purse (2013). Digital Imaging in Popular Cinema. Edinburgh: University Press.
5. Rini Bhattacharya Mehta, Rajeshwari V. Pandharipande (Eds). (2011) Bollywood and Globalization: Indian Popular Cinema, Nation, and Diaspora. Delhi: Anthem Press.
6. Yvonne Tasker (2000). Working Girls: Gender and Sexuality in Popular Cinema. New York: Routledge.

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SUBJECT CODE	NAME OF SUBJECT	Teaching Scheme/Week			CREDITS	EXAMINATION SCHEME				
						Theory			Practical	
		L	T	P		End sem university exam	Two Term Exam	Teacher * Assessment	End sem university exam	Teacher * Assessment
AMFA-403	Installation in Animation	0	0	8	4	0	0	0	60	40

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical; **C** - Credit;
***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.
Course Educational Objectives (CEOs): The students will be able to:

- To familiarize the students with installations.
- To acquaint the students the various techniques and styles of installations in animation.

Course Outcomes (COs): The student should be able to:

To enable the students to analyse the techniques and styles of creating installations in animations.

Paper III

AMFA-403

Installation in Animation

Developing virtual installations like buildings and other structures in multiple dimensions based on principles of perspective.

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SUBJECT CODE	NAME OF SUBJECT	Teaching Scheme/Week			CREDITS	EXAMINATION SCHEME				
						Theory			Practical	
		L	T	P		End sem university exam	Two Term Exam	Teacher * Assessment	End sem university exam	Teacher * Assessment
AMFA-404	Various Surfaces in Animation	0	0	8	4	0	0	0	60	40

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical;   **C** - Credit;
***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs): The students will be able to:

- To familiarize the students with development of various surfaces in animation.
- To acquaint the students the various techniques and styles of creating original and new surfaces.

Course Outcomes (COs): The student should be able to:

To enable the students to analyze the techniques and styles of creating and development of various surfaces in animation.

Paper IV

AMFA-404

Various Surfaces in Animation

Developing virtual environments in multiple dimensions based on principles of perspective.

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M.F.A. – Animation

SUBJECT CODE	NAME OF SUBJECT	Teaching Scheme/Week			CREDITS	EXAMINATION SCHEME				
						Theory			Practical	
		L	T	P		End sem university exam	Two Term Exam	Teacher * Assessment	End sem university exam	Teacher * Assessment
AMFA-405	Narrative, Lights and Sound	0	0	8	4	0	0	0	60	40

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical;   **C** - Credit;
***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs): The students will be able to:

- To familiarize the students with concepts of Narratives and Sounds.
- To acquaint the students the various techniques and styles of creating appealing and believable lighting and sound effects.

Course Outcomes (COs): The student should be able to:

To enable the students to analyze the techniques and styles of narrative, lights and sounds and create their original animations using techniques learned.

Paper V

AMFA-405

Narrative, Lights and Sound

Creating original and appealing narrative, lights and sound to make an animated video.

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SUBJECT CODE	NAME OF SUBJECT	Teaching Scheme/Week			EXAMINATION SCHEME						TOTAL MARKS	CREDITS
					Theory			Practical				
		L	T	P	End sem university exam	Two Term Exam	Teacher Assessment	End sem university exam	Two Term Exam	Teacher Assessment		
MFA-405	Exhibition & Viva	0	0	8	0	0	0	60	0	40	100	4

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical;   **C** - Credit;
*__Teacher Assessment__ shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs): The student will be able to:

- To disseminate the know-how of creating and exhibiting their artwork.
- To familiarize the students to the skills of conducting an exhibition.
- The teachers will be able to judge the knowledge gained by students.

Course Outcomes (COs): After completion of this course the students are expected to be able to demonstrate following knowledge, skills and attitudes

- Demonstrate the conceptual clarity about the subject studied .
- Overcome the inhibitions while answering the questions.
- To enable the students to create work and organize or participate in art exhibitions.

Paper V

MFA-405

EXHIBITION & VIVA

Exhibition & Viva: Creating original work and participating in/organizing an art exhibition.

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SUBJECT CODE	NAME OF SUBJECT	Teaching Scheme/Week			CREDITS	EXAMINATION SCHEME				
						Theory			Practical	
		L	T	P		End sem university exam	Two Term Exam	Teacher * Assessment	End sem university exam	Teacher * Assessment
AMFA-407	Major Research Project on Short Film	0	0	8	4	0	0	0	60	40

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical;   **C** - Credit;
*****Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs): The student will be able to:

- To familiarize the students with development of concept in Animated Short Films.
- To acquaint the students the various techniques and styles of creating original and new animated short films.

Course Outcomes (COs): The student should be able to:
To enable the students to analyse the techniques and styles of short film development in order to create their individual works.

Paper VII

AMFA-407

Major Research Project on Short Film

Major Research Project on Short Film: Major Research Project on developing an original Animated Short Film.

The objectives of the course are to:

- Check the ability of students in terms of their writing regarding Short Films.
- Identify the problems of students in developing their writing skills regarding Animation.
- Gather the opinion of the teachers on their students' performance regarding Animation.
- Improve the writing skills of students by suggesting some remedial measures regarding Animation.

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