Maulana Abul Kalam Azad University of Technology, WB
(Formerly known as West Bengal University of Technology)
Syllabus of B. Sc. In Animation & Film Making
Effective from academic session 2023-24

Semester- 6

Paper Name: Acting for Animators
Paper Code: BAFM 601
Credit Points – 2
Total Contact Hours – 30

Course Objective: The course is designed to provide a detailed Introduction to the numerous process of facial expression, and obtain knowledge of lip sync animation with audio.

Course Outcome:

SL No.	Course Outcome	Mapped Unit
1	Remembering	M1, M2
2	Understanding the course	M1, M2, M3, M4
3	Applying the general problem	M2, M3, M4
4	Analyze the problems	M2, M3, M4
5	Evaluate the problems after analyzing	M3, M4
6	Create using the evaluation process	M3, M4

Module Number	Content	Total Hours	%age of questions	Covered CO	Covered PO	Blooms Level (If applicable)	Remarks (If any)
M1	Ability to explain the human expressions	5	25	1	1,5		
M2	Ability to explain reaction of face and eyes	5	25	1,2,3,4,	1,5		
M3	Ability to explain lip movements in 3D animation	10	25	2,3,4,5,6	1,5		
M4	Ability to explain graph editor for facial expression	10	25	2,3,4,5,6	1,5		
	Total Lecture	**30**	**100**				

BAFM 601 (2 Credits) – 30 hours

SL No.	Topic/Module	Hours
1	**Module 1 - Acting with face:** • Detailed Introduction human expression. • Creation of different human emotion. • The fundamentals of eye expression.	5
2	**Module 2 – Eyes and face expression:** • What is Expression in animation. • Design human lip with alphabet. • Create eye expression pose.	5
3	**Module 3 – Lip Sync Animation:** • The basic process of Lip sync animation. • Create different Lip pose from audio. • Create lip sync with Audio.	10
4	**Module 4 – Graph editor Study:** • What is graph editor. • Graph editor process for animation. • How graph editor effects animation. • Smooth animation ion graph editor	10

Suggested Software: Maya

Suggested Reading:
1. Stop Staring: Facial Modelling and Animation Done Right by Jason Osipa.
2.Computer Facial Animation by Frederic Parke and Keith Waters.

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Semester- 6
Paper Name: Acting for animators
Paper Code: BAFM 691 (P)
Credit Points – 2
Total Contact Hours – 30

Course Objective: The course is designed to provide a detailed Introduction to the numerous process of facial expression, and obtain knowledge of lip sync animation with audio.

Course Outcome:

SL No.	Course Outcome	Mapped Unit
1	Remembering	M1, M2
2	Understanding the course	M1, M2, M3, M4
3	Applying the general problem	M2, M3, M4
4	Analyze the problems	M2, M3, M4
5	Evaluate the problems after analyzing	M3, M4
6	Create using the evaluation process	M3, M4

Module Number	Content	Total Hours	%age of questions	Covered CO	Covered PO	Blooms Level (If applicable)	Remarks (If any)
M1	Ability to explain the human expressions	5	25	1	1,5		
M2	Ability to explain reaction of face and eyes	5	25	1,2,3,4,	1,5		
M3	Ability to explain lip movements in 3D animation	10	25	2,3,4,5,6	1,5		
M4	Ability to explain graph editor for facial expression	10	25	2,3,4,5,6	1,5		
	Total Practical	**30**	**100**				

BAFM 691(P) (2 Credits) – 30 hours

SL No.	Topic/Module	Hours
1	**Module 1 - Acting with face:** • Detailed Introduction human expression. • Creation of different human emotion. • The fundamentals of eye expression.	5
2	**Module 2 – Eyes and face expression:** • What is Expression in animation. • Design human lip with alphabet. • Create eye expression pose.	5
3	**Module 3 – Lip Sync Animation:** • The basic process of Lip sync animation. • Create different Lip pose from audio. • Create lip sync with Audio.	10
4	**Module 4 – Graph editor Study:** • What is graph editor. • Graph editor process for animation. • How graph editor effects animation. • Smooth animation ion graph editor	10

Suggested Software: Maya

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Semester- 6

Paper Name: Advance Character Animation
Paper Code: BAFM 602
Credit Points – 3
Total Contact Hours – 45

Course Objective: The course is designed to provide Process of human body language with advance motion concept human movement, and Obtain knowledge of human body reaction in complex movement.

Course Outcome:

SL No.	Course Outcome	Mapped Unit
1	Remembering	M1, M2
2	Understanding the course	M1, M2, M3, M4
3	Applying the general problem	M2, M3, M4
4	Analyze the problems	M2, M3, M4
5	Evaluate the problems after analyzing	M3, M4
6	Create using the evaluation process	M3, M4

Module Number	Content	Total Hours	%age of questions	Covered CO	Covered PO	Blooms Level (If applicable)	Remarks (If any)
M1	Ability to explain human acting	10	25	1	1,5		
M2	Ability to design 3D poses from 2D key drawing	10	25	1,2,3,4,	1,5		
M3	Ability to explain acting in 3D animation	15	25	2,3,4,5,6	1,5		
M4	Ability to produce 3D acting animation in Maya	10	25	2,3,4,5,6	1,5		
	Total Lecture	**45**	**100**				

BAFM 602 (3 Credits) – 45 hours

SL No.	Topic/Module	Hours
1	**Module 1 - Concepts of Acting in Animation:** • Detailed Introduction to the acting. • How to study acting reference. • Fundamental of gesture and subtext of acting.	10
2	**Module 2 – Animatics to Animation:** • What is animatics. • How to study animatics. • Blocking process of animatics.	10
3	**Module 3 – 3D Animation for acting and expression:** • The basic process of break down pose. • Animatics to animation break down process.	15
4	**Module 4 – 3D Character Acting:** • What is graph editor. • Graph editor process for animation. • How graph editor effects animation. • Smooth animation in graph editor.	10

Suggested Software: Maya

Suggested Reading:
1. Acting for Animators by Ed Hooks.

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Semester- 6
Paper Name: Advance Character Animation
Paper Code: BAFM 692(P)
Credit Points – 2
Total Contact Hours – 30

Course Objective: The course is designed to provide Process of human body language with advance motion concept human movement, and Obtain knowledge of human body reaction in complex movement.

Course Outcome:

SL No.	Course Outcome	Mapped Unit
1	Remembering	M1, M2
2	Understanding the course	M1, M2, M3, M4
3	Applying the general problem	M2, M3, M4
4	Analyze the problems	M2, M3, M4
5	Evaluate the problems after analyzing	M3, M4
6	Create using the evaluation process	M3, M4

Module Number	Content	Total Hours	%age of questions	Covered CO	Covered PO	Blooms Level (If applicable)	Remarks (If any)
M1	Ability to explain human acting	5	25	1	1,5		
M2	Ability to design 3D poses from 2D key drawing	5	25	1,2,3,4,	1,5		
M3	Ability to explain acting in 3D animation	10	25	2,3,4,5,6	1,5		
M4	Ability to produce 3D acting animation in Maya	10	25	2,3,4,5,6	1,5		
	Total Practical	**30**	**100**				

BAFM 692(P) (2 Credits) – 30 hours

SL No.	Topic/Module	Hours
1	**Module 1 - Concepts of Acting in Animation:** • Detailed Introduction to the acting. • How to study acting reference. • Fundamental of gesture and subtext of acting.	5
2	**Module 2 – Animatics to Animation:** • What is animatics. • How to study animatics. • Blocking process of animatics.	5
3	**Module 3 – 3D Animation for acting and expression:** • The basic process of break down pose. • Animatics to animation break down process.	10
4	**Module 4 – 3D Character Acting:** • What is graph editor. • Graph editor process for animation. • How graph editor effects animation. • Smooth animation in graph editor.	10

Suggested Software: Maya
Suggested Reading:
1. Acting for Animators by Ed Hooks.

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Semester- 6
Paper Name: Portfolio making
Paper Code: BAFM 603
Credit Points – 3
Total Contact Hours – 45

Course Objective: The course is designed to provide Process of animation portfolio making. How to design & edit different shots and audio and create one single audio/video output for Animation portfolio or showreel.

Course Outcome:

SL No.	Course Outcome	Mapped Unit
1	Remembering	M1, M2
2	Understanding the course	M1, M2, M3, M4
3	Applying the general problem	M2, M3, M4
4	Analyze the problems	M2, M3, M4
5	Evaluate the problems after analyzing	M3, M4
6	Create using the evaluation process	M3, M4

Module Number	Content	Total Hours	%age of questions	Covered CO	Covered PO	Blooms Level (If applicable)	Remarks (If any)
M1	Ability to explain character complex action	15	25	1	1,5		
M2	Introduction to Premiere Pro	10	25	1,2,3,4,	1,5		
M3	Ability to edit 3D animation portfolio	10	25	2,3,4,5,6	1,5		
M4	Ability to understand the different file format & export process in Premiere Pro	10	25	2,3,4,5,6	1,5		
	Total Lecture	**45**	**100**				

BAFM 603 (3 Credits) – 45 hours

SL No.	Topic/Module	Hours
1	**Module 1 - Ability to explain character complex action:** • Detailed Introduction of character performance. • Character dance movement pose.	15
2	**Module 2 – Introduction to Premiere Pro:** • What is editing. • How to edit video. • Process of audio editing.	10
3	**Module 3 – Ability to edit 3D animation portfolio:** • The basic process of audio & video editing.	10
4	**Module 4 – Format & Settings of editing:** • How to render video output from Premier. • Baic output & compression process of Premier. • How create Animation portfolio.	10

Suggested Software: 1. Maya

2.Primier

Suggested Reading:
1. Designing a Digital Portfolio by Cynthia L. Baron
2. Mastering Adobe Premiere Pro by Millwood

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Semester- 6
Paper Name: Portfolio making
Paper Code: BAFM 693(P)
Credit Points – 2
Total Contact Hours – 30

Course Objective: The course is designed to provide Process of animation portfolio making. How to design & edit different shots and audio and create one single audio/video output for Animation portfolio or showreel.

Course Outcome:

SL No.	Course Outcome	Mapped Unit
1	Remembering	M1, M2
2	Understanding the course	M1, M2, M3, M4
3	Applying the general problem	M2, M3, M4
4	Analyze the problems	M2, M3, M4
5	Evaluate the problems after analyzing	M3, M4
6	Create using the evaluation process	M3, M4

Module Number	Content	Total Hours	%age of questions	Covered CO	Covered PO	Blooms Level (If applicable)	Remarks (If any)
M1	Ability to explain character complex action	10	25	1	1,5		
M2	Introduction to Premiere Pro	5	25	1,2,3,4,	1,5		
M3	Ability to edit 3D animation portfolio	10	25	2,3,4,5,6	1,5		
M4	Ability to understand the different file format & export process in Premiere Pro	5	25	2,3,4,5,6	1,5		
	Total Practical	**30**	**100**				

BAFM 693(P) (2 Credits) – 30 hours

SL No.	Topic/Module	Hours
1	**Module 1 - Ability to explain character complex action:** • Detailed Introduction of character performance. • Character dance movement pose.	10
2	**Module 2 – Introduction to Premiere Pro:** • What is editing. • How to edit video. • Process of audio editing.	5
3	**Module 3 – Ability to edit 3D animation portfolio:** • The basic process of audio & video editing.	10
4	**Module 4 – Format & Settings of editing:** • How to render video output from Premier. • Baic output & compression process of Premier. • How create Animation portfolio.	5

Suggested Software: 1. Maya

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Suggested Reading:

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