



MAHATMA GANDHI UNIVERSITY, KERALA

Abstract

Bachelor of Arts (Honours) Animation and Visual Effects - 2nd Semester- Modifications to the Course Outcomes and Course Outcome Number mapping in the Course Content - Academic Council Resolution - Orders issued

ACA 16

No. 3326/ACA 16/2025/MGU

Priyadarsini Hills, Dated: 08.04.2025

Read:- 1. U.O. No. 5797/AC A16/2024/MGU, dated. 27.06.2024

2. Item No: 122/11518/ACA 16-3/2025, of the minutes of the Academic Council meeting held on 25.02.2025.

ORDER

The syllabi of various Under Graduate Programmes coming under the MGU-UGP (Honours) Regulations, 2024, have been approved vide paper read as (1) above and published on the website of the university.

The Expert Committee on Animation and Graphic Design (UG) deliberated on modifying the Course Outcomes and CO Number mapping in the Course Content of the course MG2DSCAVE100: Foundations of 3D Art, in the Second Semester syllabus of **Bachelor of Arts (Honours) Animation and Visual Effects** programme and has submitted recommendations. These recommendations were placed before the Academic Council for consideration as per the orders of the Professor in charge of the Vice Chancellor on 11.02.2025.

The Academic Council meeting, vide paper read as (2) above, has resolved to approve the recommendations of the Expert Committee on Animation and Graphic Design (UG), to modify the Course Outcomes and CO Number mapping in the Course Content of the course **MG2DSCAVE100: Foundations of 3D Art**, in the Second Semester syllabus of **Bachelor of Arts (Honours) Animation and Visual Effects** programme.

(Recommendations are attached as Annexure)

Hence, the Course Outcomes and the Course Content of the said course in the Second Semester syllabus of **Bachelor of Arts (Honours) Animation and Visual Effects** programme stands modified to this extent.

Orders are issued accordingly.

MANOJ G

ASSISTANT REGISTRAR III
(ACADEMIC)
For REGISTRAR

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1. PS TO VC
2. PA to Registrar/CE
3. JR 2 (ADMIN)/DR 2, AR 3 (ACADEMIC)
4. JR/DR/AR (Exam)
5. Convenor, Expert Committee, Animation and Graphic Design(UG)
6. Tabulation, Academic Sections Concerned
7. AC C1/ AC C2 Sections
8. IT Cell 3/OQPM1 Sections
9. PRO/IQAC/Records Sections
10. ACTION TAKEN REPORT
11. Stock File/ File Copy

File No: 11518/AC A16-3/2025/ACA 16

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Section Officer

Annexure

Semester II

Course Name: FOUNDATIONS OF 3D ART

Course Code: MG2DSCAVE100

COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome (Modified)	Learning Domains (Modified)	PO No.	Page no.
1	Understand the fundamental concepts of 3D graphics, different software choices, and the 3D production pipeline.	U	No Change	24
2	Demonstrate the use of a 3D interface by navigating tools, organizing project folders,transforming objects, and managing object properties.	A		
3	Use different types of shaders, 2D & 3D textures, and lighting techniques to enhance the visual quality of 3D models.	A		
4	Construct 3D models of organic and inorganicobjects by applying appropriate modeling, texturing, lighting and rendering techniques.	A		
5	Removed			

COURSE CONTENT

Content for Classroom Transaction (Units)

Module	Units	Course Description	Hrs.	CO No (Modified)	Page No.
2	2.1	No Change	No Change	2	25
	2.2			2	
	2.3			2	
	2.4			2	
3	3.1			3	
	3.2			3	
	3.3			3	

	3.4			3	
4	4.1			4	
	4.2			4	
	4.3			4	