



MAHATMA GANDHI UNIVERSITY, KERALA

Abstract

Bachelor of Arts (Honours) Animation and Visual Effects - Third Semester - Recommendations for modifications to the Course Outcomes, Course Content and Mode of Assessment - Academic Council Resolution - Orders issued.

ACA 16

No. 7527/ACA 16/2025/MGU

Priyadarsini Hills, Dated: 12.08.2025

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

2. Item No: 95/49735/ACA 16 -3/2025, of the minutes of the meeting of the Academic Council held on 04.07.2025,

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, Course Content and Mode of Assessment of the DSC, DSE, MDC and VAC type courses in the Third Semester syllabus of Bachelor of Arts (Honours) Animation and Visual Effects programme and has submitted recommendations. (Recommendations are attached as Annexure.)

The said recommendations were placed before the Academic Council for consideration as per the orders of the Vice Chancellor on 09.06.2025.

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).

Hence, the Course Outcomes, Course Content and Mode of Assessment of the said courses in the Third Semester syllabus of Bachelor of Arts (Honours) Animation and Visual Effects programme stands modified to this extent.

Orders are issued accordingly.

SUDHA MENON J

ASSISTANT REGISTRAR III
(ACADEMIC)
For REGISTRAR

Copy To

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: 49735/AC A16 -3/2025/ACA 16

Forwarded / By Order

Section Officer

Annexure

SEMESTER III

Course Name: 3D BACKGROUND ART

Course Code : MG3DSCAVE200

COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome (Modified)	Learning Domains (Modified)	PO No.	Page No.
1	Apply industry-standard 3D modelling techniques to create interior and exterior backgrounds.	A	No Change	35
2	Apply UV unwrapping and shader creation methods using UV Editor and Hypershade to enhance the surface detail and realism of 3D models.	A		
3	Analyze various lighting techniques to determine their effectiveness in different 3D scene settings.	An		
4	Analyze rendering workflows and techniques to identify optimal methods for achieving realistic visual outputs in interior and exterior 3D scenes.	No Change		
5	Removed			

COURSE CONTENT

Content for Classroom Transaction (Units)

Module	Units	Course Description	Hrs. (Modified)	CO No. (Modified)	Page No.
1	1.1	No Change	No Change		36
	1.2		No Change	1	
2	2.1		10	2	
	2.2		10	2	
3	3.1		10	3	
	3.2		10	3	
4	4.1		7	4	
	4.2		7	4	
	4.3		7	4	
	4.4		7	4	
5	Teacher Specific Content				

MODE OF ASSESSMENT (Modified)

A. Continuous Comprehensive Assessment (CCA)		Page No.
Total Marks : 30		
<ul style="list-style-type: none">● Teachers can choose suitable assessment methods like assignments, practical exercises, mini-projects, process documentations, viva, MCQ, class tests etc. to conduct the Continuous Comprehensive Assessment.		37
<ul style="list-style-type: none">● All assessments must be clearly mapped to the Course Outcomes (COs) specified in the syllabus.		
<ul style="list-style-type: none">● The Teacher-Specific Module (TSM) is a compulsory part of the CCA. It should be designed, conducted and evaluated by the teacher and must also be mapped to relevant COs.		

B. End Semester Evaluation (ESE) Practical Examination			Page No.
Total Marks : 70			
Mapped CO	Assessment Criteria & Description	Marks	37
CO1	3D Modelling - Evaluate the student’s ability to model a detailed and accurate interior and exterior 3D scene.	25	
CO2	UV Unwrapping & Shader Creation - Assess proper UV unwrapping of models and the use of realistic textures and materials.	15	
CO3	Lighting Techniques - Analyze the use of appropriate lighting (natural and artificial) to enhance the mood and realism of the 3D scene.	15	
CO4	Rendering Workflow and Output Quality - Review the rendering setup and final render output quality.	15	

Course Name: INTRODUCTION TO ACTING

Course Code : MG3DSCAVE201

COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome (Modified)	Learning Domains (Modified)	PO No.	Page No.
1	Explain the fundamental principles of acting by interpreting human emotions and expressions and demonstrate an understanding of facial cues.	U	No Change	40
2	Explain the process of creating believable characters by identifying their motivations, traits, backstory and emotional development throughout a story.	No Change		

3	Apply principles of character behavior, acting and staging to create clear and expressive animated performances that visually communicate narrative and character traits.	No Change	No Change	40
4	Evaluate and practice effective acting techniques such as pantomime, voice-over acting, and on-camera performance, culminating in a solo mime performance that showcases mastery of emotional portrayal through gesture and movement.			
5	Removed			

COURSE CONTENT

Content for Classroom Transaction (Units)

Module	Units	Course Description	Hrs.	CO No. (Modified)	Page No.
1	1.1	No Change		1	41
	1.2			1	
2	2.1			2	
	2.2			2	
3	3.1			3	
	3.2			3	
4	4.1			4	42
	4.2			4	
5	Teacher Specific Content				

MODE OF ASSESSMENT (Modified)

A. Continuous Comprehensive Assessment (CCA)	Page No.
Total Marks : 30	
<ul style="list-style-type: none"> Teachers can choose suitable assessment methods like assignments, practical exercises, mini-projects, process documentations, viva, MCQ, class tests etc. to conduct the Continuous Comprehensive Assessment. 	43
<ul style="list-style-type: none"> All assessments must be clearly mapped to the Course Outcomes (COs) specified in the syllabus. 	
<ul style="list-style-type: none"> The Teacher-Specific Module (TSM) is a compulsory part of the CCA. It should be designed, conducted and evaluated by the teacher and must also be mapped to relevant COs. 	

B. End Semester Evaluation (ESE) Practical Examination			Page No.
Total Marks : 70			
Mapped CO	Assessment Criteria & Description	Marks	43
CO1	Expression and Facial Performance - Assess a student's ability to effectively convey emotion through facial expressions.	15	
CO2	Character Presentation - Assess the student’s ability to perform character acting by focusing on voice and tone, body language, emotional expression and character consistency.	15	
CO3	Scene Performance - Assess character animation performance, specifically how well students apply acting principles to bring a scene to life.	20	
CO4	Solo Mime Performance - Assess the use of gestures that are expressive and believable in the absence of dialogue.	20	

Course Name: CLASSICAL ANIMATION

Course Code : MG3DSEAVE200

COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome (Modified)	Learning Domains (Modified)	PO No.	Page No.
1	Understand the fundamental tools, materials, techniques, and processes involved in classical animation, including the use of traditional animation equipment, drawing mediums, reference documents and basic animation testing and compositing methods.	U	No Change	45
2	Explain basic animation concepts such as keyframes, extremes, breakdowns, in-betweens, and clean-up, and describe the principles of motion, timing and spacing through simple animation exercises.	No Change		
3	Apply fundamental animation principles such as squash and stretch, anticipation, staging, straight ahead and pose to pose, follow through and overlapping action and slow in and slow out to create expressive and believable animated movements.			
4	Apply the principles of arcs, secondary action, timing, exaggeration, solid drawing and appeal to create believable animation sequences.	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		2	46
3	3.1			3	
4	4.1			4	
5	Teacher Specific Content				

MODE OF ASSESSMENT (Modified)

A. Continuous Comprehensive Assessment (CCA)		Page No.
Total Marks : 30		
<ul style="list-style-type: none">● Teachers can choose suitable assessment methods like assignments, practical exercises, mini-projects, process documentations, viva, MCQ, class tests etc. to conduct the Continuous Comprehensive Assessment.	48	
<ul style="list-style-type: none">● All assessments must be clearly mapped to the Course Outcomes (COs) specified in the syllabus.		
<ul style="list-style-type: none">● The Teacher-Specific Module (TSM) is a compulsory part of the CCA. It should be designed, conducted and evaluated by the teacher and must also be mapped to relevant COs.		

B. End Semester Evaluation (ESE) Project Evaluation and Viva Voce			Page No.
Total Marks : 70			
Mapped CO	Assessment Criteria & Description	Marks	48
CO1	Viva Voce - Oral assessment where students explain their understanding of traditional animation tools, materials and basic compositing methods.	10	
CO2	Animation Videos - Assess the following key technical and conceptual skills (e.g., bouncing ball, pendulum, wave motion) demonstrating understanding of keyframes, in-betweens, timing and spacing.	15	
CO3	Applied Animation Principles - Assess the following key animation principles and skills (e.g., character lift, throw, or jump) applying principles such as squash and stretch, anticipation and follow-through.	20	
CO4	Applied Advanced Principles - Assess an animation sequence (e.g., a short scene or action cycle) applying advanced principles like arcs, secondary action and timing.	25	

Course Name: MOTION GRAPHICS

Course Code : MG3DSEAVE201

COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome (Modified)	Learning Domains (Modified)	PO No.	Page No.
1	Understand the basics of motion graphics, graphical elements, and asset importing and identify the software and interfaces used in motion graphics production.	U	No Change	50
2	Understand the basic tools, features and techniques in animation and compositing software.	U		
3	Apply advanced motion graphics techniques like camera movement, lighting and shadows, 2D character rigging, 3D elements and particle systems to create dynamic animations.	No Change		
4	Apply techniques to create motion graphics with sound, integrate 3D elements, and use third-party plugins.	A		
5	Removed			

COURSE CONTENT

Content for Classroom Transaction (Units)

Module	Units	Course Description	Hrs.	CO No. (Modified)	Page No.
3	3.3	No Change		3	51
4	4.1			4	
	4.2			4	
	4.3			4	
5	Teacher Specific Content				

MODE OF ASSESSMENT (Modified)

A. Continuous Comprehensive Assessment (CCA)	Page No.
Total Marks : 30	
<ul style="list-style-type: none"> Teachers can choose suitable assessment methods like assignments, practical exercises, mini-projects, process documentations, viva, MCQ, class tests etc. to conduct the Continuous Comprehensive Assessment. 	52
<ul style="list-style-type: none"> All assessments must be clearly mapped to the Course Outcomes (COs) specified in the syllabus. 	
<ul style="list-style-type: none"> The Teacher-Specific Module (TSM) is a compulsory part of the CCA. It should be designed, conducted and evaluated by the teacher and must also be mapped to relevant COs. 	

B. End Semester Evaluation (ESE) Project Evaluation and Viva Voce			Page No.
Total Marks : 70			
Mapped CO	Assessment Criteria & Description	Marks	52
CO1	Viva - Oral assessment includes questions on planning, asset organization and workflow.	15	
CO2	Viva - Oral assessment includes questions on animation and compositing tools.	15	
CO3	Advanced Motion Graphics - Assess the motion graphics video applying advanced techniques.	20	
CO4	Sound Integration - Evaluation of the final project’s use of sound design such as music, effects, voice etc..	20	

Course Name: PRE-PRODUCTION PROCESS

Course Code : MG3DSCAVE202

COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome (Modified)	Learning Domains (Modified)	PO No.	Page No.
1	Understand the basic pre-production concepts by developing story ideas, characters and plot structures for animation projects.	U	No Change	55
2	Apply fundamental script writing techniques to develop clear, engaging animation scripts using appropriate story structure and visual storytelling methods.	A		
3	Apply storyboarding techniques, shot composition, framing, and camera angles to create dynamic and emotionally engaging storyboards that effectively communicate ideas.	A		
4	Apply character design techniques to create visually appealing and consistent characters, environments, and props for animation, incorporating anatomy, personality, expressions and color theory to enhance storytelling.	A		
5	Removed			

COURSE CONTENT

Content for Classroom Transaction (Units)

Module	Units	Course Description	Hrs.	CO No. (Modified)	Page No.
1	1.1	No Change		1	56
	1.2			1	
	1.3			1	
2	2.1			2	
	2.2			2	
3	3.1			3	
	3.2			3	
4	4.1			4	
	4.2			4	
5	Teacher Specific Content				

MODE OF ASSESSMENT (Modified)

A. Continuous Comprehensive Assessment (CCA)		Page No.
Total Marks : 30		
<ul style="list-style-type: none">● Teachers can choose suitable assessment methods like assignments, practical exercises, mini-projects, process documentations, viva, MCQ, class tests etc. to conduct the Continuous Comprehensive Assessment.		58
<ul style="list-style-type: none">● All assessments must be clearly mapped to the Course Outcomes (COs) specified in the syllabus.		
<ul style="list-style-type: none">● The Teacher-Specific Module (TSM) is a compulsory part of the CCA. It should be designed, conducted and evaluated by the teacher and must also be mapped to relevant COs.		

B. End Semester Evaluation (ESE) Project Evaluation and Viva Voce			Page No.
Total Marks : 70			
Mapped CO	Assessment Criteria & Description	Marks	58
CO1	Story and Concept Development - Evaluation of the original story idea, plot structure, genre, character arcs and overall concept for the animation. Viva questions will focus on how the concept was developed and refined.	15	

CO2	Scriptwriting - Assessment of the animation script's structure, clarity, pacing and where applicable, dialogues.	20	58
CO3	Storyboarding - Evaluation of the storyboard for clarity, composition, visual continuity, and effective use of camera angles. Viva includes explanation of shot design choices and how the storyboard supports narrative progression.	20	
CO4	Character, Environment, and Prop Design - Assessment of character sheets, environment concepts, and prop designs based on consistency, anatomy, expression and visual storytelling. The viva will include a discussion on the rationale behind key design decisions.	15	

Course Name: COLOUR THEORY

Course Code : MG3MDCAVE200

COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome (Modified)	Learning Domains (Modified)	PO No.	Page No.
1	Understand the basics of colour, including how we see it, the colour wheel, properties, systems and colour mixing.	No Change	No Change	61
2	Identify and create colour schemes and harmonies to design balanced and appealing colour palettes.			
3	Apply knowledge of colour psychology, cultural influences and colour perception challenges to create visual designs.	A		
4	Removed			

COURSE CONTENT

Content for Classroom Transaction (Units)

Module	Units	Course Description	Hrs.	CO No. (Modified)	Page No.
1	1.1	No Change		No Change	62
	1.2			1	
	1.3			1	
2	2.1			2	
	2.2			2	

	2.3		2	
3	3.1		3	
	3.2		3	
	3.3		3	
4	Teacher Specific Content			

MODE OF ASSESSMENT (Modified)

A. Continuous Comprehensive Assessment (CCA)		Page No.
Total Marks : 25		
<ul style="list-style-type: none">● Teachers can choose suitable assessment methods like assignments, practical exercises, mini-projects, process documentations, viva, MCQ, class tests etc. to conduct the Continuous Comprehensive Assessment.	63	
<ul style="list-style-type: none">● All assessments must be clearly mapped to the Course Outcomes (COs) specified in the syllabus.		
<ul style="list-style-type: none">● The Teacher-Specific Module (TSM) is a compulsory part of the CCA. It should be designed, conducted and evaluated by the teacher and must also be mapped to relevant COs.		

B. End Semester Evaluation (ESE)			Page No.
Project Evaluation and Viva Voce			
Total Marks : 50			
Mapped CO	Assessment Criteria & Description	Marks	
CO1	Colour Fundamentals - Evaluation of the record book for notes, diagrams and exercises demonstrating understanding of the colour wheel, properties (hue, value, saturation), systems (RGB, CMYK) and colour mixing experiments. Viva questions will test conceptual clarity.	15	63
CO2	Colour Scheme Development - Assessment of the record book for student-created colour schemes such as complementary, analogous, triadic, etc.. and their use in sample compositions or palette design exercises. Viva will explore the reasoning behind palette choices.	15	
CO3	Application of Colour Psychology and Culture - Evaluation of a final design task (poster, character design, branding concept, etc.) where students apply colour psychology and symbolism. Viva will include justification of colour choices and message.	20	

Course Name: PERSONALITY DEVELOPMENT

Course Code : MG3VACAVE200

COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome (Modified)	Learning Domains (Modified)	PO No.	Page No.
1	Understand the importance of personality development, assess personal strengths and weaknesses, and apply basic communication and social skills to build better relationships.	No Change	No Change	66
2	Apply goal setting, time management, emotional intelligence and self-confidence strategies to improve personal and professional effectiveness.			
3	Apply career planning strategies, leadership skills and personal branding techniques to develop a career path and build professional networks.	A		
4	Removed			
5				

COURSE CONTENT

Content for Classroom Transaction (Units)

Module	Units	Course Description	Hrs.	CO No. (Modified)	Page No.
1	1.1	No Change		1	67
	1.2			1	
	1.3			1	
2	2.1			2	
	2.2			2	
	2.3			2	
3	3.1			3	68
	3.2			3	
	3.3			3	
4	Teacher Specific Content				

MODE OF ASSESSMENT (Modified)

A. Continuous Comprehensive Assessment (CCA)		Page No.
Total Marks : 25		
<ul style="list-style-type: none">● Teachers can choose suitable assessment methods like assignments, practical exercises, mini-projects, process documentations, viva, MCQ, class tests etc. to conduct the Continuous Comprehensive Assessment.	69	
<ul style="list-style-type: none">● All assessments must be clearly mapped to the Course Outcomes (COs) specified in the syllabus.		
<ul style="list-style-type: none">● The Teacher-Specific Module (TSM) is a compulsory part of the CCA. It should be designed, conducted and evaluated by the teacher and must also be mapped to relevant COs.		

B. End Semester Evaluation (ESE) Project Evaluation and Viva Voce			Page No.
Total Marks : 50			
Mapped CO	Assessment Criteria & Description	Marks	69
CO1	Self-Awareness and Communication Skills - Assessment of record books and exercises related to personality traits, strengths, weaknesses, communication styles and social interaction. Viva will include questions on how students have worked on improving these areas.	15	
CO2	Personal Effectiveness Practices - Evaluation of documented practices and plans involving goal setting, time management charts, emotional intelligence case responses and confidence-building tasks. Viva will assess understanding and implementation strategies.	15	
CO3	Career Development and Professional Skills - Review of career planning documents, leadership reflections, mock interviews, resume and personal branding exercises. Viva will cover future career goals and networking strategies.	20	