



MAHATMA GANDHI UNIVERSITY, KERALA

Abstract

Visual Development (Minor) - Fourth Semester - Substitution of a course and approval of the syllabus for the same - Approved - Orders Issued.

ACA 16

No. 11407/ACA 16/2025/MGU

Priyadarsini Hills, Dated: 05.12.2025

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

2. Minutes of the meeting of the Expert Committee on Animation and Graphic Design (UG).

3. Orders of the Vice Chancellor under Section 10(17), Chapter III of the Mahatma Gandhi University Act 1985, dated. 04.12.2025.

ORDER

The syllabi of various Honours 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 substituting the course MG4DSCVID200: Pre-production Techniques, with MG4DSCVID200: Miniature Art and Design, in the Fourth Semester syllabus of Visual Development (Minor) and has submitted recommendations, vide paper read as (2) above.

(Syllabus for the new course is attached as Annexure).

Considering the urgency of the matter, sanction has been accorded by the Vice Chancellor, in exercise of the powers of the Academic Council vested upon him under Section 10(17), Chapter III of the Mahatma Gandhi University Act 1985, vide paper read as (3) above, to approve the aforementioned recommendations.

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. Convenor, Expert Committee, Animation and Graphic Design (UG)
4. JR 2 (Admin)/DR 2, AR 3 (Academic)
5. JR/DR/AR (Exam)
6. Tabulation/Academic Sections concerned
7. AC C1/AC C2 Sections
8. IT Cell 3/OQPM1 Sections
9. PRO/IQAC/Records Sections
10. Stock File/File Copy

File No. 118401/AC A16-3/2025/ACA 16

Forwarded / By Order

Section Officer

	<h1 style="margin: 0;">Mahatma Gandhi University</h1> <h2 style="margin: 0;">Kottayam</h2>
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Programme	
Course Name	MINIATURE ART AND DESIGN
Type of Course	DSC C
Course Code	MG4DSCVID200
Course Level	200-299
Course Summary	<p>Miniature Design explores the art and technique of creating scaled environments, props, and characters for stop-motion and live-action filmmaking. The course blends experiential, constructivist, and cognitive learning, guiding students through the stages of conceptualization, construction, integration, and visual storytelling with miniatures. Through lectures, practical tutorials, and hands-on projects, students will master scale, design, materials, armature building, and lighting/cinematography techniques in miniature environments.</p>
Semester	<div>IV</div> <div>Credits</div> <div>4</div> <div>Total Hours</div>
Course Details	<div>Learning Approach</div> <div>Lecture</div> <div>Tutorial</div> <div>Practical / Practicum</div> <div>Others</div>
	<div>MGU-UGP (HONOURS)</div> <div>Syllabus</div> <div>0</div> <div>3</div> <div>1</div> <div>0</div> <div>75</div>
Prerequisites, if any	<p>No prior miniature-making experience is required; however, an interest in model making, art, or design is beneficial. Beginners should be willing to participate in practical, project-driven learning and basic drawing for conceptual layouts.</p>

COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome	Learning Domains*	PO No
	Upon completion of this course, students will be able to;		
1	Design and plan miniature sets suitable for stop motion or film production.	A	1
2	Demonstrate construction and detailing skills using varied materials.	S	1, 4

3	Create functional armatures and integrate them into miniature environments.	C	1, 2
4	Apply lighting and cinematography techniques to enhance visual storytelling.	A	4, 10
*Remember (K), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C), Skill (S), Interest (I) and Appreciation (Ap)			

COURSE CONTENT

Content for Classroom transaction (Units)

Module	Units	Course Description	Hrs	CO No.
1	Concept, Planning, and Design			
	1.1	Role of miniatures in stop motion and live-action filmmaking Scale, proportion, and spatial design	5	1
	1.2	Concept sketching and layout drawing Storyboarding and composition planning Visual style development - realism vs stylization	10	1
2	Materials, Tools, and Construction Techniques			
	2.1	Study of materials - foam board, thermocol, clay, balsa wood, cardboard, resin, wire, and fabric Surface detailing and texturing techniques	10	2
	2.2	Prop making and structural integrity Joining and adhesive methods (glue types, fixatives) Painting, weathering, and finishing techniques	10	2
3	Armatures and Character Integration			
	3.1	Armature principles for claymation/models Materials - aluminum wire, joints, supports, and base plates	10	3
	3.2	Character-to-set interaction and staging Testing character movement with set elements Miniature rigging techniques for stability and motion	10	3
4	Lighting, Camera, and Presentation			
	4.1	Miniature cinematography principles Lighting setups - daylight, practicals, and dramatic lighting	10	4
	4.2	Color theory and mood creation through lighting Camera setup, lens choice, and scale depth illusion Filming and post-presentation of miniature scenes	10	4
5	Teacher Specific Content			

<p>Teaching and Learning Approach</p> <p>Experiential, constructivist and cognitive learning approach</p>	<p>Classroom Procedure (Mode of transaction)</p> <ul style="list-style-type: none"> • Learning by doing - Each student works on planning, designing, and constructing their own miniature set over the semester, integrating armature building, detailing, and lighting exercises. • Individualized guidance - Faculty provide ongoing individual feedback, coaching students at all stages; from initial concept sketches to final presentation of miniatures. • Demonstration - Live classroom demonstrations introduce tool usage, joinery methods, surface treatments, armature integration, and lighting setups. • Guest Speaker Sessions - Invite professional model makers, production designers, or stop-motion animators for guest lectures, Q&A sessions, or portfolio reviews to bring real-world context into the classroom. • Documentation - Students maintain a process journal or visual diary, documenting conceptual exploration, material testing, and iterative developments.
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MGU-UGP (HONOURS)

Syllabus

Assessment Types	MODE OF ASSESSMENT																		
	A. Continuous Comprehensive Assessment (CCA) - 30 Marks																		
	<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 (CCA) for 30 marks.All assessments must be clearly mapped to the Course Outcomes (COs) specified in the syllabus.The Teacher-Specific Content (TSC) 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) - 70 Marks - Practical																		
	- Project evaluation and viva voce																		
	<table><tr><th>Mapped CO</th><th>ESE Assessment Criteria & Description</th><th>Marks</th></tr><tr><td>CO1</td><td>Design & Planning - Concept sheet and scaled layout plan for a miniature set.</td><td>15</td></tr><tr><td>CO2</td><td>Construction & Detailing - Construct a miniature scene component (wall, furniture, or object) showcasing mixed material use.</td><td>20</td></tr><tr><td>CO3</td><td>Armature Integration & Functionality - Build a claymation armature and conduct a short movement test within a miniature environment.</td><td>20</td></tr><tr><td>CO4</td><td>Lighting & Cinematography - Design, build, light, and shoot a 10–20 second miniature scene demonstrating craftsmanship, lighting, and storytelling.</td><td>15</td></tr><tr><td colspan="2">ESE Total</td><td>70</td></tr></table>	Mapped CO	ESE Assessment Criteria & Description	Marks	CO1	Design & Planning - Concept sheet and scaled layout plan for a miniature set.	15	CO2	Construction & Detailing - Construct a miniature scene component (wall, furniture, or object) showcasing mixed material use.	20	CO3	Armature Integration & Functionality - Build a claymation armature and conduct a short movement test within a miniature environment.	20	CO4	Lighting & Cinematography - Design, build, light, and shoot a 10–20 second miniature scene demonstrating craftsmanship, lighting, and storytelling.	15	ESE Total		70
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	Please refer the appendix for more details																		

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- Howarth, Stephen Anthony. *Beyond The Moon: Over 35 Years Of Freelance Modelmaking, Propmaking & Sculpting for Industry, Film & Television Part Two*. 30 Nov. 2021.
- Crabtree, Susan, and Peter Beudert. *Scenic art for the theatre*. Routledge, 2012..
- Rizzo, Michael. *The art direction handbook for film*. Routledge, 2013.
- Parry, Andrew. *Crafting Cinematic Worlds: A Guide to Building Miniatures for Movies*. 27 January 2024.
- Wells, Barry. *Basics Animation 03: Stop-motion*. AVA Publishing, 2008.

6. Borgenicht, David. *The Complete Idiot's Guide to Stop Motion Animation*. Alpha, 2011.
7. Sito, Tom. *Moving Innovation: A History of Computer Animation*. MIT Press, 2013.
8. Purves, Barry. *Stop Motion: Passion, Process and Performance*. CRC Press, 2008.
9. Beane, Angela. *The Art of Stop-Motion Animation*. Thomson Course Technology, 2007.
10. Freeman, Jane, and Roger Rosenblatt. *The Art of the Miniature: Small Worlds and How to Make Them*. Potter Craft, 2002.



MGU-UGP (HONOURS)

Syllabus