RGPV (DIPLOMA WING) BHOPAL	OBE CURRICULUM FOR Computer Graphics and Animation Technology	FORMAT-3	Sheet No. 1/4
Branch	**Computer Science and Engineering**	**Semester**	**VI**
Course Code	**Course Name**	Computer Graphics and Animation Technology	
Course Outcome 1	**Explain the concept of Computer Graphics and their algorithms.**	Hrs	Marks
Learning Outcome 1	**Understand Basics of Computer Graphics**	06	10
Contents	Definition of Computer Graphics, Application of Computer Graphics , Graphics Hardware, Overview of Display Devices, Raster and Random Scans Systems.		
Method of Assessment	**Question Paper -External- RGPV End Sem Theory Exam 1**		
Learning Outcome 2	**Classify Line-drawing Algorithms**.	09	10
Contents	Points and Lines,Line-drawing Algorithms, DDA Algorithm , Bresenham's line Algorithm		
Method of Assessment	**Internal Lab Test Practical Observation.**		
Learning Outcome 3	**Demonstrate 2D and 3D Transformations.**	06	10
Contents	Translation, Rotation, Scaling, Shear, Reflection.		
Method of Assessment	**Question Paper-Internal Progressive Test-I**		
Course Outcome 2	**Elaborate Clipping, Projection, Shading, Colour model and Illumination**	Hrs	Marks
Learning Outcome 4	**Identify Clipping Algorithm.**	06	10
Contents	Point Clipping, Line Clipping -Cohen-Sutherland Clipping algorithm.,Polygon Clipping: Sutherland Hodgeman Algorithm		
Method of Assessment	**Question Paper-Internal Progressive Test-II**		
Learning Outcome 5	**Compare Various Projection Techniques in detail.**	06	10

Contents	Parallel Projection: Orthographic, Axonometric, Oblique Perspective Projection: Standard Perspective Projection, General Perspective Projection, Vanishing Points

Method of Assessment	**Question Paper -External- RGPV End Sem Theory Exam 2**		
Learning Outcome 6	**Organize Shading and Colour model in detail.**	06	10

Contents	Chromaticity diagram-RGB, CMY, HSV, HLS Illumination models, shading models for polygons, Gouraud and Phong shading

Method of Assessment	**Question Paper -External- RGPV End Sem Theory Exam 3**		
Course Outcome 3	**Illustrate Fundamental Multimedia Technology and Graphics Image File Formats.**	Hrs	Marks
Learning Outcome 7	**Explain Fundamental Multimedia Technology.**	06	10

Contents	Concepts of Multimedia: Types, Hardware and Software Requirements and Applications, Multimedia Authoring and their tool, MIDI File Formats, MIDI Hardware and Software.

Method of Assessment	**Question Paper -External- RGPV End Sem Theory Exam 4**		
Learning Outcome 8	**Discuss Over view of Types of compression.**	06	10

Contents	Over view of Types of compression Technique(Lossy and Lossyless), Video Compression , MPEG and JPEG Compression Basics Hypertext and Hypermedia.

Method of Assessment	**Internal –Term Work Assignment.**		
Learning Outcome 9	**Distinguish Graphics Image File Formats.**	06	10

Contents	Raster Format, Bitmap (BMP) Format, Graphics Interchange Format (GIF), Joint Photographic Experts Group (JP EG),Tagged Image File Format (TIFF), Portable Network Graphics (PN G) and their differences

Method of Assessment	**Question Paper -External- RGPV End Sem Theory Exam 5**		
Course Outcome 4	**Illustrate fundamental of animation and their technology.**	Hrs	Marks

Learning Outcome 10	**Understand the need of Animation.**	06	10
Contents	Principles of Animation, characteristics of animations, Applications of Animation, limitation of animation.		
Method of Assessment	**Question Paper -External- RGPV End Sem Theory Exam 6**		
Learning Outcome 11	**Classify various animation techniques.**	06	10
Contents	Types of animation: Traditional Animation, 2D animation, 3D animation, motion graphics, and stop motion animation, text animation.		
Method of Assessment	**Question Paper -External- RGPV End Sem Theory Exam 7**		
Learning Outcome 12	**Make use of various techniques for animation.**	09	10
Contents	Animation techniques: techniques to create animation, Key framing, Stage, Timeline, Deformations, Character Animation, Physics-Based Animation, Procedural Techniques, Groups of Objects.		
Method of Assessment	**Internal Lab Test Practical Observation.**		
Course Outcome 5	**Develop 2D animation applications.**	Hrs	Marks
Learning Outcome 13	**Select software for computer animation.**	09	10
Contents	• 2D animation software, 2D Animation- introduction with Visual Studio Flash, Animaker, pencil2d,CrazyTalk Animator, flipbook. • 3D Animation- Introduction to blender- work environment.		
Method of Assessment	**External Lab Test Observation**		
Learning Outcome 14	**Apply 2D computer animation techniques**	09	10
Contents	Flash Basics: Flash Work Flow, Animation Using Flash. The Flash Work Environment: The Stage and the Time Line, Symbols and Instances, Symbols and Interactive Movies, Using the Tool Box, Using Working the Frames using time line.		
Method of Assessment	**External Lab Test Observation**		

Learning Outcome 15	Create 2D computer animation application.	09	10
Contents	Creating Animations: Creating Key Frames, Layers in Animations, Frame Rates, Frame Rates, and Steps for creating animations. Frame by Frame Animations.		
Method of Assessment	External Lab Test Observation		

PRACTICAL FOR ANIMATION:

1. Write a program for 2D line drawing using DDA Algorithm.
2. Write a program for 2D line drawing using Brsenham's Algorithm.
3. Create animations using Adobe FLASH. Flash Drawing and Painting Tools. Flash Drawing Modes. Pencil Tools.
4. Importing artwork into Flash.
5. Perform smiling face/Angry face animation using flash.
6. Draw the moving Car/Bike/Cycle on the screen.

BOOKS RECOMMANDED.

- Computer Graphics, Multimedia and Animations by Malay K. Pakhira, PHI Learning.
- Computer Graphics by Donald Hearn and M.Pauline Baker, PHI
- Computer Graphics Principles and Practices second edition by James D. Foley, Andeies van Dam, Stevan K. Feiner and Johb F. Hughes, 2000, Addition Wesley.
- https://www.technicalcube.in/animation-book-pdf-download
- Introduction to Computer Graphics By N. Krishnamurthy T.M.H
- Graphics, GUI, Games & Multimedia Projects in C by Pilania & Mahendra, Standard Pub
- Newman W.M. and Sproull R.F., " Principles of Interactive Computer Graphics ", Second Edition, *Tata McGraw Hill Publishing Company Limited, New Delhi,*
- Multimedia on the PC, Sinclair,BPB
- Multimedia in Practice by Jeff coate Judith, 1, PHI.
- •Multimedia Systems by Koegel, AWL
- Multimedia Making it Work by Vaughar, etl
- Principles of Multimedia by Ranjan Parekh, *Tata McGraw Hill Education Private Limited, New Delhi.*

RGPV (Diploma Wing) Bhopal	SCHEME FOR LEARNING OUTCOME	Branch Code			Course Code		CO Code	LO Code	Format No.4
		C	0	4			1	1	

Course Name	COMPUTER GRAPHICS AND ANIMATION TECHNOLOGY
CO Description	Explain the concept of Computer Graphics and their algorithms.
LO Description	Understand Basics of Computer Graphics.

SCHEME OF STUDY

S. No.	Learning Content	Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract./ Tut. Hrs	LRs Required	Remarks
1	• Definition of Computer Graphics, Application of Computer Graphics , • Graphics Hardware, Overview of Display Devices, Raster and Random Scans Systems.	Traditional Lecture method + Handout	Teacher will explain the contents and provide handout to students.	6	0	Handouts / Books / E-Contents	NIL

SCHEME OF ASSESSMENT

S. No.	Method of Assessment	Description of Assessment	Maximum Marks	Resources Required	External / Internal
1	**END SEM THEORY EXAM**	Question Paper .	**10**	**Test Paper**	**External**

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)

RGPV (Diploma Wing) Bhopal	SCHEME FOR LEARNING OUTCOME	Branch Code			Course Code		CO Code	LO Code	Format No.**4**
		C	0	4			1	2	

Course Name	COMPUTER GRAPHICS AND ANIMATION TECHNOLOGY
CO Description	Explain the concept of Computer Graphics and their algorithms.
LO Description	Classify Line-drawing Algorithms.

SCHEME OF STUDY

S. No.	Learning Content	Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract./ Tut. Hrs	LRs Required	Remarks
1	• Points and Lines,Line-drawing Algorithms, DDA Algorithm,Bresenham's line Algorithm.	Traditional Lecture method + Handout	Teacher will explain the contents and provide handout to students.	9	0	Handouts / Books / E-Contents,	Teacher may use working animation for Searching techniques.

SCHEME OF ASSESSMENT

S. No.	Method of Assessment	Description of Assessment	Maximum Marks	Resources Required	External / Internal
1	**LAB WORK**	Student will be asked towrite program for line drawing algorithm.	**10**	**Lab Test**	**Internal**

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)

RGPV (Diploma Wing) Bhopal	SCHEME FOR LEARNING OUTCOME	Branch Code		Course Code		CO Code	LO Code	Format No.**4**
		C	0	4		1	3	

Course Name	COMPUTER GRAPHICS AND ANIMATION TECHNOLOGY
CO Description	Explain the concept of Computer Graphics and their algorithms.
LO Description	Demonstrate 2D and 3D Transformations.

SCHEME OF STUDY

S. No.	Learning Content	Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract./ Tut. Hrs	LRs Required	Remarks
1	• Translation, Rotation, Scaling, Shear, Reflection.	Traditional Lecture method + Handout	Teacher will explain the contents and provide handout to students.	6	0	Handouts / Books / E-Contents	NIL

SCHEME OF ASSESSMENT

S. No.	Method of Assessment	Description of Assessment	Maximum Marks	Resources Required	External / Internal
1	**PROGRESSIVE TEST-I**	Student will be asked to perform Translation, Rotation, Scaling, Shear, Reflection.	**10**	**Test Paper/Quiz**	**Internal**

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)

RGPV (Diploma Wing) Bhopal	SCHEME FOR LEARNING OUTCOME	Branch Code		Course Code		CO Code	LO Code	Format No.**4**
		C	0	4		2	4	

Course Name	COMPUTER GRAPHICS AND ANIMATION TECHNOLOGY
CO Description	**Elaborate Clipping, Projection, Shading, Colour model and Illumination.**
LO Description	**Identify Clipping Algorithm.**

SCHEME OF STUDY

S. No.	Learning Content	Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract./ Tut. Hrs	LRs Required	Remarks
1	• Point Clipping, Line C lipping - Cohen-Sutherland C lipping algorithm., Polygon C lipping: Sutherland Hodgeman Algorithm.	Traditional Lecture method + Handout	Teacher will explain the contents and provide handout to students.	6	0	Handouts / Books / E-Contents	NIL

SCHEME OF ASSESSMENT

S. No.	Method of Assessment	Description of Assessment	Maximum Marks	Resources Required	External / Internal
1	**PROGRESSIVE TEST-II**	Student will be asked toclipping on given coordinates.	**10**	**Test Paper**	**Internal**

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)

RGPV (Diploma Wing) Bhopal	SCHEME FOR LEARNING OUTCOME	Branch Code		Course Code		CO Code	LO Code	Format No.**4**
		C	**0**	**4**		**2**	**5**	

Course Name	**COMPUTER GRAPHICS AND ANIMATION TECHNOLOGY**
CO Description	**Elaborate Clipping, Projection, Shading, Colour model and Illumination.**
LO Description	**Compare Various Projection Techniques in detail.**

SCHEME OF STUDY

S. No.	Learning Content	Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract./ Tut. Hrs	LRs Required	Remarks
1	• Parallel Projection: Orthographic, Axonometric, Oblique • Perspective Projection: Standard Perspective Projection, General Perspective Projection ,Vanishing Points..	Traditional Lecture method + Handout	Teacher will explain the contents and provide handout to students.	6	0	Handouts / Books / E-Contents	NIL

SCHEME OF ASSESSMENT

S. No.	Method of Assessment	Description of Assessment	Maximum Marks	Resources Required	External / Internal
1	**END SEM THEORY EXAM**	Student will be asked toperform various projection on given coordinates.	**10**	**Test Paper**	**External**

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)

RGPV (Diploma Wing) Bhopal	SCHEME FOR LEARNING OUTCOME	Branch Code		Course Code		CO Code	LO Code	Format No.**4**
		C	**0**	**4**		**2**	**6**	

Course Name	**COMPUTER GRAPHICS AND ANIMATION TECHNOLOGY**

CO Description	Elaborate Clipping, Projection, Shading, Colour model and Illumination.
LO Description	**Organize** Shading and Color model in detail.

SCHEME OF STUDY

S. No.	Learning Content	Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract./ Tut. Hrs	LRs Required	Remarks
1	• Chromaticity dia gram- RGB, CMY, HSV, HLS • Illumination models, shading models for polygons,GouraudandPhong shading.	Traditional Lecture method + Handout	Teacher will explain the contents and provide handout to students.	6	0	Handouts / Books / E-Contents	NIL

SCHEME OF ASSESSMENT

S. No.	Method of Assessment	Description of Assessment	Maximum Marks	Resources Required	External / Internal
1	**END SEM THEORY EXAM**	Student will be asked to define NLP and various techniques used in NLP.	**10**	**Test Paper**	**External**

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)

RGPV (Diploma Wing) Bhopal	SCHEME FOR LEARNING OUTCOME	Branch Code		Course Code		CO Code	LO Code	Format No.**4**
		C	0	4		3	7	

Course Name	COMPUTER GRAPHICS AND ANIMATION TECHNOLOGY
CO Description	Illustrate Fundamental Multimedia Technology and Graphics Image File Formats.
LO Description	Explain Fundamental Multimedia Technology.

SCHEME OF STUDY

S. No.	Learning Content	Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract./ Tut. Hrs	LRs Required	Remarks
1	• Concepts of Multimedia: Types, Hardware and Software Requirements and Applications, Multimedia Authoring and their tool, MIDI File Formats, MIDI Hardware and Software.	Traditional Lecture method + Handout	Teacher will explain the contents and provide handout to students.	6	0	Handouts / Books / E-Contents	NIL

SCHEME OF ASSESSMENT

S. No.	Method of Assessment	Description of Assessment	Maximum Marks	Resources Required	External / Internal
1	**END SEM THEORY EXAM**	Student will be asked to explain Types, Hardware and Software Requirements and Applications, Multimedia.	**10**	**Test Paper**	**Internal**

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)

RGPV (Diploma Wing) Bhopal	SCHEME FOR LEARNING OUTCOME	Branch Code			Course Code		CO Code	LO Code	Format No.4
		C	0	4			3	8	

Course Name	COMPUTER GRAPHICS AND ANIMATION TECHNOLOGY
CO Description	Illustrate Fundamental Multimedia Technology and Graphics Image File Formats.
LO Description	Discuss Over view of Types of compression.

SCHEME OF STUDY

S. No.	Learning Content	Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract./ Tut. Hrs	LRs Required	Remarks
1	• Over view of Types of compression Technique(Lossy and Lossyless), • Video Compression , MPEG and JPEG Compression Basics • Hypertext and Hypermedia	Traditional Lecture method + Handout	Teacher will explain the contents and provide handout to students.	6	0	Handouts / Books / E-Contents	NIL

SCHEME OF ASSESSMENT

S. No.	Method of Assessment	Description of Assessment	Maximum Marks	Resources Required	External / Internal
1	TERM WORK	Student will be asked to explain types of compression.	10	Assignment/Quiz	Internal

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)

RGPV (Diploma Wing) Bhopal	SCHEME FOR LEARNING OUTCOME	Branch Code			Course Code		CO Code	LO Code	Format No.**4**
		C	0	4			3	9	

Course Name	COMPUTER GRAPHICS AND ANIMATION TECHNOLOGY						
CO Description	Illustrate Fundamental Multimedia Technology and Graphics Image File Formats.						
LO Description	Distinguish Graphics Image File Formats.						

SCHEME OF STUDY

S. No.	Learning Content	Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract./ Tut. Hrs	LRs Required	Remarks
1	• Raster Format, Bitmap (BMP) Format, Graphics Interchange Format (GIF), • Joint Photographic Experts Group (JP EG),Tagged Image File Format (TIFF), • Portable Network Graphics (PN G) and their differences.	Traditional Lecture method + Handout	Teacher will explain the contents and provide handout to students.	6	0	Handouts / Books / E-Contents	NIL

SCHEME OF ASSESSMENT

S. No.	Method of Assessment	Description of Assessment	Maximum Marks	Resources Required	External / Internal
1	**END SEM THEORY EXAM**	Student will be asked to write note on Image File Formats.	**10**	**Test Paper**	**External**

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)

RGPV (Diploma Wing) Bhopal	SCHEME FOR LEARNING OUTCOME	Branch Code		Course Code		CO Code	LO Code	Format No.**4**
		C	0	4		4	10	

Course Name	COMPUTER GRAPHICS AND ANIMATION TECHNOLOGY
CO Description	Illustrate fundamental of animation and their technology.
LO Description	Understand the need of Animation.

SCHEME OF STUDY

S. No.	Learning Content	Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract./ Tut. Hrs	LRs Required	Remarks
1	• Principles of Animation, characteristics of animations, Applications of Animation, limitation of animation.	Traditional Lecture method + Handout	Teacher will explain the contents and provide handout to students.	6	0	Handouts / Books / E-Contents	NIL

SCHEME OF ASSESSMENT

S. No.	Method of Assessment	Description of Assessment	Maximum Marks	Resources Required	External / Internal
1	**END SEM THEORY EXAM**	Student will be asked to list application and limitation of animation.	**10**	**Test Paper**	**External**

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)

RGPV (Diploma Wing) Bhopal	SCHEME FOR LEARNING OUTCOME	Branch Code			Course Code		CO Code	LO Code	Format No.**4**
		C	0	4			4	11	

Course Name	COMPUTER GRAPHICS AND ANIMATION TECHNOLOGY
CO Description	Illustrate fundamental of animation and their technology.
LO Description	Classify various animation techniques.

SCHEME OF STUDY

S. No.	Learning Content	Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract./ Tut. Hrs	LRs Required	Remarks
1	• Types of animation: Traditional Animation, 2D animation, 3D animation, motion graphics, and stop motion animation, text animation..	Traditional Lecture method + Handout	Teacher will explain the contents and provide handout to students.	6	0	Handouts / Books / E-Contents	NIL

SCHEME OF ASSESSMENT

S. No.	Method of Assessment	Description of Assessment	Maximum Marks	Resources Required	External / Internal
1	**END SEM THEORY EXAM**	Student will be asked to list types of animation.	**10**	**Test Paper**	**External**

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)

RGPV (Diploma Wing) Bhopal	SCHEME FOR LEARNING OUTCOME	Branch Code		Course Code		CO Code	LO Code	Format No.4
		C	0	4		4	12	

Course Name	COMPUTER GRAPHICS AND ANIMATION TECHNOLOGY
CO Description	Illustrate fundamental of animation and their technology.
LO Description	Make use of various techniques for animation.

SCHEME OF STUDY

S. No.	Learning Content	Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract./ Tut. Hrs	LRs Required	Remarks
1	• Animation techniques: techniques to create animation, Key framing, Stage, Timeline, Deformations, Character Animation, Physics-Based Animation, Procedural Techniques, Groups of Objects.	Traditional Lecture method + Handout	Teacher will explain the contents and provide handout to students.	9	0	Handouts / Books / E-Contents	NIL

SCHEME OF ASSESSMENT

S. No.	Method of Assessment	Description of Assessment	Maximum Marks	Resources Required	External / Internal
1	**LAB WORK**	Student will be asked to list animation techniques used to create animation.	**10**	**Lab Assignment**	**Internal**

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)

RGPV (Diploma Wing) Bhopal	SCHEME FOR LEARNING OUTCOME	Branch Code			Course Code		CO Code	LO Code	Format No.4
		C	0	4			5	13	

Course Name	COMPUTER GRAPHICS AND ANIMATION TECHNOLOGY
CO Description	Develop 2D animation applications.
LO Description	Select software for computer animation.

SCHEME OF STUDY

S. No.	Learning Content	Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract./ Tut. Hrs	LRs Required	Remarks
1	• 2D animation software, 2D Animation- introduction with Visual Studio Flash, Animaker, pencil2d,CrazyTalk Animator, flipbook. • 3D Animation- Introduction to blender- work environment.	Traditional Lecture method + Handout	Teacher will explain the contents and provide handout to students.	9	0	Handouts / Books / E-Contents	NIL

SCHEME OF ASSESSMENT

S. No.	Method of Assessment	Description of Assessment	Maximum Marks	Resources Required	External / Internal
1	END SEM PRACTICAL	Student will be asked uses of various animation software.	10	Lab Test Paper	External

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)

RGPV (Diploma Wing) Bhopal	SCHEME FOR LEARNING OUTCOME	Branch Code		Course Code		CO Code	LO Code	Format No.**4**
		C	0	4		5	14	

Course Name		COMPUTER GRAPHICS AND ANIMATION TECHNOLOGY
CO Description	Develop 2D animation applications.	
LO Description	Apply 2D computer animation techniques.	

SCHEME OF STUDY

S. No.	Learning Content	Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract./ Tut. Hrs	LRs Required	Remarks
1	• Flash Basics: Flash Work Flow, Animation Using Flash. • The Flash Work Environment: The Stage and the Time Line, Symbols and Instances, Symbols and Interactive Movies, Using the Tool Box, Using Working the Frames using time line.	Traditional Lecture method + Handout	Teacher will explain the contents and provide handout to students.	9	0	Handouts / Books / E-Contents	NIL

SCHEME OF ASSESSMENT

S. No.	Method of Assessment	Description of Assessment	Maximum Marks	Resources Required	External / Internal
1	**END SEM PRACTICAL**	Student will be asked various method for 2D animation creation.	**10**	**Lab Test Paper**	**External**

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)

RGPV (Diploma Wing) Bhopal	SCHEME FOR LEARNING OUTCOME	Branch Code		Course Code		CO Code	LO Code	Format No.**4**
		C	0 4			5	15	

Course Name	COMPUTER GRAPHICS AND ANIMATION TECHNOLOGY
CO Description	Develop 2D animation applications.
LO Description	Create 2D computer animation application.

SCHEME OF STUDY

S. No.	Learning Content	Teaching – Learning Method	Description of T-L Process	Teach Hrs.	Pract./ Tut. Hrs	LRs Required	Remarks
1	• Creating Animations: Creating Key Frames, Layers in Animations, Frame Rates, Frame Rates, and Steps for creating animations. Frame by Frame Animations. • Publishing and Exporting.	Traditional Lecture method + Handout	Teacher will explain the contents and provide handout to students.	9	0	Handouts / Books / E-Contents	NIL

SCHEME OF ASSESSMENT

S. No.	Method of Assessment	Description of Assessment	Maximum Marks	Resources Required	External / Internal
1	**END SEM PRACTICAL**	Student will be asked basic 2D animation using flash software.	**10**	**Lab Test Paper**	**External**

ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)