Dayanand Education Society's

Dayanand College of Arts, Latur.

Department of Animation under the Inter Disciplinary Faculty

Certificate / Value added Course

Affiliated to

Swami Ramanand Teerth Marathvada University, Nanded.

Subject -**Animation**

Syllabus

Certificate / Value added Course

Effective from Academic Year 2025-2026

Dayanand College of Arts, Latur.

Department of Animation under the Inter Disciplinary Faculty

Certificate / Value added Course

From the Desk of Chairman, Board of Studies of the Certificate and value added Course in Department of Animation.

❖ **Preamble:-**

An animation course typically introduces the course's purpose, scope, and key objectives. It sets the stage for students, outlining the learning journey and the skills they will develop. The preamble also often highlights the importance of animation as a creative and technical field with diverse applications in media and entertainment.

❖ **Objectives:-**

1.Develop artistic and technical skills: This includes drawing, character design, animation principles, and using various animation software and tools.

2.Enhance storytelling abilities:

Students learn to craft compelling narratives, develop characters, and use animation to

3.Master industry-standard software and techniques:

This involves learning software like Autodesk Maya and understanding different animation styles like 2D and 3D animation**.**

4.Develop problem-solving and creative thinking:

Animation courses encourage students to find innovative solutions to creative challenges

5.Prepare for industry careers:

Students gain the skills and knowledge needed to pursue careers in animation, gaming, visual effects, and other related fields.

Dayanand College of Arts, Latur.

Department of Animation under the Inter Disciplinary Faculty

Certificate / Value added Course

❖ **Outcomes :-**

1.Technical Skills:

Students gain proficiency in using animation software, tools, and techniques for 2D and 3D animation, visual effects, and character design.

2.Creative Expression:

Animation courses foster creativity and help students develop their unique artistic voice and storytelling abilities.

3.Industry-Ready Skills:

Students learn industry standards, production pipelines, and best practices for creating animation projects.

4.Visual Communication:

Students learn how to effectively communicate visual ideas and stories through animation, including character design, visual effects, and motion graphics.

5.Job Prospects:

The animation industry is experiencing growth, leading to numerous career opportunities for skilled animators, VFX artists, and related professionals.

Dr. Durga Sharma

Chairman,

Board of Studies of the Certificate and value added Course in Department of - Animation, Dayanand College of Arts, Latur.

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Dayanand College of Arts, Latur.

Department of Animation under the Inter Disciplinary Faculty

Certificate / Value added Course

Members of the Board of Studies of the Certificate and value added Course in Department of Animation, Dayanand College of Arts, Latur.

Sr. No	Name of the Member	Designation	College Address , University	Contact No, E- mail
01	1. Dr. Durga Sharma	Chairman	Dayanand College of Arts, Latur. SRTMU, Nanded.	9645205999 hellodsharma1508@gmail.com
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04	4. Mr. Alankar Jogdand	Member	Dayanand College of Arts, Latur. SRTMU, Nanded.	8857061406, jogdandalankar@gmail.com
05	5. Ms. Gargi Rewadkar Student	Member	Dayanand College of Arts, Latur. SRTMU, Nanded.	9422870044, rewgargi02@gmail.com

Dayanand College of Arts, Latur.

Department of Animation under the Inter Disciplinary Faculty

Certificate / Value added Course

General Guide lines for course structure:

1) Undergraduate and postgraduate students are eligible for admission to this course.
2) There is no charges for this course it is free for everyone.
3) Students from our college and other colleges can take admission for this course.
4) Admitted students will get a certificate after passing the examination with requisite marks
5) Courses should be taught by experienced faculty with expertise in the subject area.
6) Regular assessment to ensure students meet course objectives.
7) Duration: Typically 5 weeks to 6 weeks.
8) Open to students from various disciplines, including humanities, social sciences, and others.
9) Focused on theoretical and practical aspects of the subject.
10) Practical and application-oriented, focusing on skill development.
11) Students can acquire specialized skills and knowledge.
12) Students can explore subjects beyond their primary discipline.
13) Courses can foster personal growth and development.

Dayanand Education Society's

Dayanand College of Arts, Latur.

Department of Animation under the Inter Disciplinary Faculty

Certificate / Value added Course

Teaching Scheme & Duration

Course Title	Course Code	Teaching Scheme Hrs./ Weekly (1Hrs. = 60 M.)			Total Duration (1 weekly = 6 Hrs.)
		Theory	Practical	Total	
Certificate Course in Banner Design	DACLANI—301	00	06	06	30
Certificate Course in Image Editing.	DACLANI—302	00	06	06	30
Certificate Course in Advanced 3D Animation.	DACLANI—303	00	06	06	30
Certificate Course in Graphics Animation.	DACLANI—304	00	06	06	30

Dayanand Education Society's

Dayanand College of Arts, Latur.

Department of Animation under the Inter Disciplinary Faculty

Certificate / Value added Course

Examination Scheme

(25 Marks Internal and 25 Marks Practical)

Course Name	Course Code	Internal			Practical	Total
		Seminar	Group Discussion	Assignment		
Certificate Course in Banner Design	DACLANI-301	10	10	05	25	50
Certificate Course in Image Editing.	DACLANI-302	10	10	05	25	50
Certificate Course in Advanced 3D Animation.	DACLANI-303	10	10	05	25	50
Certificate Course in Graphics Animation.	DACLANI-304	10	10	05	25	50

Dayanand Education Society's

Dayanand College of Arts, Latur.

Department of Animation under the Inter Disciplinary Faculty

Certificate / Value added Course

Course Title: Certificate Course in Banner Design

Course Code: DACLANI-301

Syllabus

Course Objectives:

1. Introduce students to vector-based design using Inkscape.

2. Develop practical skills in creating banners, social media content, and stationery.

3. Foster creativity with a focus on layout, typography, and visual hierarchy.

4. Enable students to prepare files for digital and print media professionally.

Course Outcomes:

1. Navigate and utilize Inkscape tools for professional graphic design.

2. Design print and digital banners using correct dimensions and aesthetics.

3. Create visually appealing social media posts tailored to different platforms.

4. Produce business stationery (letterheads, visiting cards, etc.) ready for commercial printing.

Dayanand College of Arts, Latur.

Department of Animation under the Inter Disciplinary Faculty

Certificate / Value added Course

Course Title: Certificate Course inBanner Design

Course Code : DACLANI-301

Module No	Unit No	Topic	Hrs. Required to cover the contents 1Hrs.= 60M.
01		Introduction to Inkscape and Vector Design	6
	1.1	Understanding vector vs raster graphics	
	1.2	Inkscape interface: tools, menus, and panels	
	1.3	Basic shapes, paths, colors, alignment, and layers	
02		Banner Design (Print and Digital)	8
	2.1	Standard banner sizes and layouts	
	2.2	Design process for flex, hoardings, and roll-up banners	
	2.3	Adding text, logos, and high-quality images	
03		Social Media Post Creation	10
	3.1	Platform-specific sizes: Instagram, Facebook, YouTube	
	3.2	Designing promotional posts, event graphics, and thumbnails	
	3.3	Visual balance, branding, and export settings	
04		Business card layout	6
	4.1	Bleed and margin settings	
	4.2	Creating letterheads, envelopes, and folders	
	4.3	Exporting print-ready PDFs with crop marks	
Total			**30**

Dayanand College of Arts, Latur.

Department of Animation under the Inter Disciplinary Faculty

Certificate / Value added Course

Course Title: Certificate Course inBanner Design

Course Code: DACLANI-301

Reference Books.

1. Inkscape: Guide to a Vector Drawing Program – Tavmjong Bah

2. Vector Basic Training – Von Glitschka

3. Inkscape Tutorials (Official)

4. YouTube Channels: Logos by Nick, Davies Media Design

5. Web Inspiration: www.behance.net, www.dribbble.com

Dayanand College of Arts, Latur.

Department of Animation under the Inter Disciplinary Faculty

Certificate / Value added Course

Course Title: Certificate Course in Image Editing

Course Code: DACLANI-302

Syllabus

Course Objectives:

1. Develop proficiency in Adobe Photoshop for professional image editing.
2. Understand key concepts of digital imaging, color correction, and retouching.
3. Master Compositing, manipulation, and creative effects for diverse applications.
4. Learn industry-relevant techniques to enhance employability in graphic design and visual media.
5. Build a strong portfolio showcasing edited images and digital artwork.

Course Outcomes:

1. Gain a strong foundation in image editing using Adobe Photoshop, mastering essential tools and techniques.
2. Understand digital imaging concepts such as resolution, color modes, file formats, and non-destructive editing.
3. Develop advanced retouching skills to enhance, restore, and manipulate images professionally.
4. Master selection, masking, and compositing techniques for creative and industry-standard workflows.
5. Create visually appealing graphics for branding, advertising, social media, and digital platforms.

Dayanand Education Society's

Dayanand College of Arts, Latur.

Department of Animation under the Inter Disciplinary Faculty

Certificate / Value added Course

Course Title: Certificate Course in Image Editing

Course Code   : DACLANI-302

Module No	Unit No	Topic	Hrs. Required to cover the contents 1Hrs.= 60M.
01		Introduction to Photoshop	6
	1.1	Overview of Photoshop and its applications	
	1.2	Understanding the workspace and interface	
	1.3	File formats and resolution basics	
02		Essential Tools & Techniques	06
	2.1	Selection tools (Marquee, Lasso, Magic Wand)	
	2.2	Cropping and resizing images	
	2.3	Working with layers and layer masks	
03		Advanced Editing & Compositing	10
	3.1	Blending modes and layer effects, Creating realistic shadows and reflections	
	3.2	Working with smart objects and filters, Text & Graphic Elements	
	3.3	Adding and styling text, Creating custom shapes and vector elements	
04		Project Work & Portfolio Development	08
	4.1	Creating photo manipulation	
	4.2	Creating images for creative artwork	
	4.3	Eiditing image with prompt	
		Total	**30**

Dayanand College of Arts, Latur.

Department of Animation under the Inter Disciplinary Faculty

Certificate / Value added Course

Course Title: Certificate Course inImage Editing

Course Code: DACLANI-302

Reference Books.

1. **Adobe Photoshop Classroom in a Book** – by Andrew Faulkner & Conrad Chavez

2. **Photoshop CC: Visual QuickStart Guide** – by Elaine Weinmann & Peter Lourekas

3. **Adobe Photoshop CC For Dummies** – by Peter Bauer

4. **Adobe Photoshop CS6 Bible** – by Lisa Danae Dayley & Brad Dayley

5. **Photoshop Elements 2025 For Dummies** – by Barbara Obermeier

6. **Mastering Adobe Photoshop Elements 2021** – by Robin Nichols

7. **Photoshop Basics Quick Reference Guide** – by Beezix Inc.

8. **Image Editing With Photoshop** – by Scott Kelby

Dayanand Education Society's

Dayanand College of Arts, Latur.

Department of Animation under the Inter Disciplinary Faculty

Certificate / Value added Course

Course Title: Certificate Course in Advanced 3D Animation

Course Code: DACL-303

Syllabus

Course Objectives:

1. Hands-on experience on the processes, tools, techniques, and stages of production inherent in the 3D industry

2. Creating intricate and complex 3D models with precise detail, including character design and environment building.

3. Utilizing advanced sculpting techniques to refine and shape models with precision.

4. Mastering advanced animation techniques, including character performance, motion capture integration, and dynamic simulations.

Course Outcomes:

1. Understand the origins of 3D Animation practice.
2. Learn fundamental principles of 3D animation.
3. Analyze the development in the 3D production.
4. Create the Artifacts appropriate for each stage of the pipeline.

Dayanand Education Society's

Dayanand College of Arts, Latur.

Department of Animation under the Inter Disciplinary Faculty

Certificate / Value added Course

Course Title: Certificate Advanced 3D Animation

Course Code   : DACLANI-303

Module No	Unit No	Topic	Hrs. Required to cover the contents 1Hrs.= 60M.
01		Animation Principles	6
	1.1	Brief about animation principles - Animation tools in 3D - Stretch squash for the 3D character Creating the illusion of weight	
	1.2	Overview of Maya - Playback controls and Exploring Maya animation preferences	
	1.3	Details about graph editor - Bouncing Ball Exercise - Body language - Animating object along a motion path Utilizing the tracks-editor to blend animation clips - Controlling attributes with set driven keys - Animating with constraints	
02		Key frame and Editor	6
	2.1	Key framing – Graph editor – Set the beginning and ending keys – Keys to make a ball bounce – Speed up the animation – Tune the animation curve	
	2.2	Set driven key – Playback range and create the objects – Examine the driven key – Path animation	
	2.3	Raise the train above the path – Trax Editor Character set Motion with a new clip	
03		Rendering Overview	12
	3.1	Rendering Overview, What is rendering, How Maya renders Shader Networks	
	3.2	Rendering Overview Shading Groups, Materials	
	3.3	Lights, Maya architecture	
04		Nodes and Attributes	6
	4.1	Nodes and Attributes	
	4.2	Hyper graph, IPR (Interactive Photorealistic Rendering)	
	4.3	V-Ray techniques, Mental ray Techniques	
		Total	**30**

Dayanand College of Arts, Latur.

Department of Animation under the Inter Disciplinary Faculty

Certificate / Value added Course

Course Title: Certificate Course inAdvanced 3D Animation

Course Code: DACLANI-303

Reference Books.

1. The Art of 3D Computer Animation and Effects Paperback

Illustrated, 13 April 2009, by Isaac Kerlow (Author)

2. Animation (3d Digital) : Advanced (2nd Edition) (Book WithDvd) Paperback – 1 January 2018

3.The Animator's Survival Kit: by Richard E. Williams (Author) Paperback – 5 August 2021
4. Animated Performance by Nancy Beiman. Animated Performance

5. The Animator's Survival Kit by Richard E. Williams

6. D Graphics Software: AutoCAD, Autodesk Maya, Renderman Interface Specification, Blender, Acis, Mevislab, Adobe Atmosphere (Paperback)

7. Blender 3D 2.49 Incredible Machines: Modeling, Rendering, and Animating Realistic Machines With Blender 3d (Paperback)

Dayanand College of Arts, Latur.

Department of Animation under the Inter Disciplinary Faculty

Certificate / Value added Course

Course Title: Certificate Course in Graphics Animation

Course Code: DACLANI-304

Syllabus

Course Objectives:

1. To introduce the fundamentals of motion graphics.

2. To develop proficiency in Adobe After Effects for creating dynamic visuals

3. To explore key frame animation, transitions, and effects to enhance motion design

4. To understand composition, typography in motion graphics

Course Outcomes:

1. Ability to create professional motion graphics using After Effects

2. Proficiency in key tools and effects to enhance motion design

3. Confidence in designing animated text, info graphics

4. Preparedness for real-world motion graphics projects in media and advertising

Dayanand Education Society's

Dayanand College of Arts, Latur.

Department of Animation under the Inter Disciplinary Faculty

Certificate / Value added Course

Course Title: Certificate Course inGraphics Animation

Course Code : DACLANI-304

Module No	Unit No	Topic	Hrs. Required to cover the contents 1Hrs.= 60M.
01		Overview of Graphics	6
	1.1	Overview of motion graphics in media	
	1.2	Role of Adobe After Effects in motion design	
	1.3	Understanding project settings and workflow	
02		Animation with vectors	10
	2.1	Working with key frames	
	2.2	Layer properties and transformations	
	2.3	Using easing for smooth animation	
03		Typography and Rendering	6
	3.1	Text tools and animation properties	
	3.2	Kinetic typography techniques	
	3.3	Creating animated title sequences	
04		practices for rendering	8
	4.1	Best practices for rendering	
	4.2	Codes and formats for different platforms	
	4.3	Optimizing projects for smooth playback	
Total			**30**

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Department of Animation under the Inter Disciplinary Faculty

Certificate / Value added Course

Course Title: Certificate Course inGraphics Animation

 Course Code: DACLANI-304

Reference Books.

1.Adobe After Effects Classroom in a Book – by Lisa Fridsma& Brie Gyncild

2.After Effects Apprentice – by Trish Meyer & Chris Meyer

3.reating Motion Graphics with After Effects – by Chris Meyer & Trish Meyer

4.After Effects Visual Effects and Compositing – by Mark Christiansen

5.Hands-On Motion Graphics with Adobe After Effects CC – by David Dodds

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Dayanand College of Arts, Latur.

Department of Animation under the Inter Disciplinary Faculty

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Practical Exam - with effect from 2025-2026

Time : 30 M   Marks : 25

1. Total Question 02
2. Answer should be written in English

Q.1 Solve any one   10 marks

A)

B)

Q.2 Solve any one   15 marks

A)

B)