

Learning Outcomes Curriculum Framework T97 Media Graphics and Animation

Sr. No.	Program Learning Outcomes (PLOs)	Program Specific Learning Outcomes (PSLOs)	Name of Course with Code	Course Learning Outcomes (CLOs)
1	Demonstrate fundamental knowledge of media, graphics, and animation technologies	Apply basic computer and internet concepts for digital design	BMG101: Introduction to Computers & Internet	Understand computer generations, memory, input/output devices, and apply internet tools for creative purposes
2	Develop artistic and creative skills for media graphics	Apply drawing and sketching to visual communication	BMG102: Drawing and Sketching	Draw basic shapes, lettering, human figures, cartoons, animals, and apply perspective in sketches
3	Apply principles of design, colour, and typography in visual communication	Implement colour theory and typography in digital media	BMG103: Colour Theory & Typography	Apply colour harmony, psychology of colour, typographic design, and prepare layouts for print & digital
4	Gain proficiency in computer graphics tools	Use Adobe Photoshop for image editing and graphics	BMG105: Computer Graphics Part I (Photoshop)	Create and edit images, work with layers, selections, filters, typography, and prepare logos for web
5	Gain proficiency in vector-based digital graphics	Use Adobe Illustrator for digital illustrations	BMG106: Computer Graphics Part II (Illustrator)	Create vector drawings, use pen/brush tools, apply filters, import/export artwork, and format text
6	Enhance communication skills for technical and creative domains	Apply writing skills to technical and creative contexts	BMG107: Technical and Creative Writing	Write technical reports, creative stories, business letters, and design documents with graphics
7	Understand multimedia applications	Apply multimedia tools in education, VR, and entertainment	BMG108: Introduction to Multimedia and Applications	Explain multimedia systems, animation types, VR, interactive media, and multimedia in education

8	Develop effective presentation and communication skills	Use digital tools to create professional presentations	BMG109: Developing Presentations	Create multimedia presentations, design slides, integrate visuals, and deliver effectively
9	Apply design principles in creative projects	Use design principles for GUI, composition, and creativity	BMG110: Design Principles	Apply universal design, GUI principles, composition, brainstorming, and creative teaching methods
10	Gain expertise in print media software	Create designs using CorelDraw and QuarkXPress	BMG111 & BMG112: Print Media I & II	Design vector and page layouts, apply typography, import/export graphics, and prepare print-ready files

Second Year

Sr. No.	Program Learning Outcome (PLOs)	Program Specific Learning Outcomes (PSLOs)	Name of Course with Code	Course Learning Outcomes (CLOs)
1	Demonstrate technical knowledge of web design and multimedia	• Apply web design principles • Build websites using HTML & CSS • Develop animations for digital media • Author and manage web content • Use scripting for interactivity	BMG201: Introduction to Web Development	Understand website planning, navigation, e-commerce concepts, client-server architecture, and web advertising strategies
2	Demonstrate technical knowledge of web design and multimedia	• Apply web design principles • Build websites using HTML & CSS • Develop animations for digital media • Author and manage web content • Use scripting for interactivity	BMG202: HTML	Create structured web pages using HTML tags, forms, frames, tables, CSS, and interactive elements

3	Demonstrate technical knowledge of web design and multimedia	• Apply web design principles • Build websites using HTML & CSS • Develop animations for digital media • Author and manage web content • Use scripting for interactivity	BMG203: Computer Animation (Flash)	Develop 2D animations using Flash, including motion tweens, shape tweens, sound, video, and publishing
4	Demonstrate technical knowledge of web design and multimedia	• Apply web design principles • Build websites using HTML & CSS • Develop animations for digital media • Author and manage web content • Use scripting for interactivity	BMG204: Content Digitization	Digitize audio, video, images, and text, apply scanning, OCR, re-keying, and manage digital formats
5	Demonstrate technical knowledge of web design and multimedia	• Apply web design principles • Build websites using HTML & CSS • Develop animations for digital media • Author and manage web content • Use scripting for interactivity	BMG205: Content Authoring on Web (Dreamweaver)	Create and manage websites using Dreamweaver, interactive forms, tables, frames, graphics, and behaviors
6	Demonstrate technical knowledge of web design and multimedia	• Apply web design principles • Build websites using HTML & CSS • Develop animations for digital media • Author and manage web content • Use scripting for interactivity	BMG206: Dynamic Web Pages (Java & VB Scripts)	Design interactive websites with scripting, including validation, arrays, functions, loops, and events
7	Develop creative media production skills	• Use video production equipment • Apply visual communication principles • Prepare multimedia storyboards • Edit and enhance audio • Edit and enhance video	BMG207: Video Production Basics	Operate video cameras, green screen, shooting, lighting, interviews, editing, streaming, and video formats
8	Develop creative media production skills	• Use video production equipment • Apply visual communication principles • Prepare multimedia storyboards • Edit and enhance audio • Edit and enhance video	BMG208: Storyboarding	Prepare detailed storyboards for multimedia, film, and e-learning projects with visuals, text, and interactivity

9	Develop creative media production skills	• Use video production equipment • Apply visual communication principles • Prepare multimedia storyboards • Edit and enhance audio • Edit and enhance video	BMG209: Visual Communication	Apply visual perception, elements of design, photography, and composition in communication
10	Develop creative media production skills	• Use video production equipment • Apply visual communication principles • Prepare multimedia storyboards • Edit and enhance audio • Edit and enhance video	BMG210: Audio Editing (Sound Forge)	Edit audio files, apply effects, transitions, sound normalization, and use Sound Forge/Audacity
11	Develop creative media production skills	• Use video production equipment • Apply visual communication principles • Prepare multimedia storyboards • Edit and enhance audio • Edit and enhance video	BMG211: Video Editing (Adobe Premiere)	Perform video editing, synchronization, transitions, titles, effects, and special effects
12	Develop creative media production skills	• Use video production equipment • Apply visual communication principles • Prepare multimedia storyboards • Edit and enhance audio • Edit and enhance video	BMG212: Advanced Video Effects	Apply advanced video editing techniques using Final Cut Pro, compositing, audio-video integration

Third year

Sr. No.	Program Learning Outcome (PLOs)	Program Specific Learning Outcomes (PSLOs)	Name of Course with Code	Course Learning Outcomes (CLOs)
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1	Demonstrate mastery in animation principles and production pipelines	• Apply principles of animation in projects • Design and animate 3D models • Rig and skin characters for animation • Create visual effects and compositing • Apply film-making process from script to rendering	BMG301: Animation Principles	Understand animation workflows, project planning, storyboarding, equipment, software tools, and employability in animation
2	Demonstrate mastery in animation principles and production pipelines	• Apply principles of animation in projects • Design and animate 3D models • Rig and skin characters for animation • Create visual effects and compositing • Apply film-making process from script to rendering	BMG302: Introduction to Maya	Apply polygon, NURBS, and organic modeling; use deformers, joints, skeletons; prepare models for animation
3	Demonstrate mastery in animation principles and production pipelines	• Apply principles of animation in projects • Design and animate 3D models • Rig and skin characters for animation • Create visual effects and compositing	BMG303: Character Setup & Animation in Maya	Perform rigging, constraints, IK/FK, skinning, animation principles, lip-sync, and character animation

		• Apply film-making process from script to rendering		
4	Demonstrate mastery in animation principles and production pipelines	• Apply principles of animation in projects • Design and animate 3D models • Rig and skin characters for animation • Create visual effects and compositing • Apply film-making process from script to rendering	BMG304: Advanced Maya	Apply advanced texturing, lighting, rendering, particles, hair, cloth simulation, and compositing for production
5	Demonstrate mastery in 3D modeling and rendering	• Create 3D objects using 3Ds Max • Apply modifiers and sub-object modeling • Use animation tools for rigging • Render with lighting and camera setups • Apply particle systems and effects	BMG305: Introduction to 3Ds Max	Model 3D primitives, edit meshes, manipulate 3D space, build sub-objects, and manage the 3D production pipeline
6	Demonstrate mastery in 3D modeling and rendering	• Create 3D objects using 3Ds Max • Apply modifiers and sub-object modeling • Use animation	BMG306: Advanced 3Ds Max	Apply advanced rigging, parametric animation, materials, UV mapping, lighting, rendering, and particle flow

		tools for rigging • Render with lighting and camera setups • Apply particle systems and effects		
7	Apply advanced character animation techniques	• Create character models • Animate biped and quadruped characters • Apply lip-sync and facial animation • Use character studio for animation • Apply principles of animation in storytelling	BMG307: Character Animation	Develop biped/quadruped character animations, expressions, lip-sync, character rigging, and studio-based animation
8	Apply advanced character animation techniques	• Create 3D objects using 3Ds Max • Apply modifiers and sub-object modeling • Use animation tools for rigging • Render with lighting and camera setups • Apply particle systems and effects	BMG308: CG Film-Making	Plan and produce a CG film, from story/script, storyboard, character design, sound, lighting, rendering, compositing, and final editing