

AC – 24.05.2024

Item No. – 5.32 (N) Sem I (16d)

As Per NEP 2020

University of Mumbai



Syllabus for Basket of OE	
Board of Studies in Mass Media	
UG First Year Programme	
Semester	1
Title of Paper	Credits
Script Writing for Animation Film	2
From the Academic Year	2024-2025

Script Writing for Animation Film

Sr. No.	Heading.	Particulars
1	Description the course : Including but Not limited to :	The learning objectives for scriptwriting for animation films aim to equip individuals with the skills to create compelling, visually engaging, and emotionally resonant stories suited specifically for the animated medium Script writer, content writer etc.
2	Vertical :	Open Elective
3	Type :	Theory
4	Credit:	2 credits
5	Hours Allotted :	30 Hours
6	Marks Allotted:	50 Marks
7	Course Objectives: (List some of the course objectives) 1. Lerner willacquire the skills and knowledge necessary to develop compelling scripts for animated content. 2. Lerner will acquire the fundamentals of storytelling, character development, dialogue writing, and the specific techniques required to create engaging scripts tailored for animation. 3. Lerner will be prepared to write original scripts suitable for various animation formats, including TV shows, movies, and web series.	
8	Course Outcomes: (List some of the course outcomes) 1. Lerner will be able to understand the Basics of Script Writing. 2. Lerner will be able to develop Strong Story Concepts. 3. Lerner will be able to Create Memorable Characters	
9	Modules:- Per credit One module can be created	
	Module 1: INTRODUCTION TO ANIMATION SCRIPTWRITING	
	1. Understanding the fundamentals of script writing. 2. Differences between script writing for live-action and animation. 3. overview of the animation storytelling process	
	Module 2:STORY DEVELOPMENT AND STRUCTURE	

	1. The three-act structure and its application in animation. 2. Plot development, creating compelling characters, and conflict. 3. Developing a strong storyline and thematic elements for animation.	
	Module 3:SCRIPT FORMATTING AND TECHNIQUES	
	1. Basics of script formatting for animation. 2. Writing visually appealing descriptions and action for animators. 3. Crafting effective dialogue for animated characters.	
	Module 4:PITCHING AND PRESENTING	
	1. Shafting and presenting a pitch for an animation script. 2. The art of pitching your story to producers, studios, or pitching events. 3. Feedback and revision process.	
10	Text Books: 1. Animation Writing and Development- by Jean Ann Wright (Author) 2. Writing for Animation, Comics, and Games" by Christy Marx	
11	Reference Books: 1. How to Write for Animation- by Jeffrey Scott (Author) 2. Pixar Storytelling- by Dean Movshovitz (Author) 3. The Science of Storytelling- by Will Storr (Author) 4. The Illusion of Life: Disney Animation" by Frank Thomas and Ollie Johnston	
12	Internal Continuous Assessment: 40%	External, Semester End Examination 60%Individual Passing in Internal and External Examination
13	Continuous Evaluation through:	Quizzes, Class Tests, presentation, project, role play, creative writing, assignment etc.(at least 3)

14**Format of Question Paper:** for the final examination

Question.1 is compulsory.
Attempt any 1 from Q2. And Q3.
Each question carries 15 Marks

Question No	Questions	Marks
Q 1	Practical/ Case study	15
Q 2	Practical/ Theory	15
Q 3	Practical/ Theory	15
	TOTAL	30

Note:

1. Equal Weightage is to be given to all the modules.
2. Internal option shall be given in Q1.
3. 15 marks question may subdivide into 7.5 marks each. Internal option shall be given, i.e attempt any two out of three. For direct 15 Marks question option should be given. Attempt any one out of two.
4. Use of simple calculator is allowed in the examination.
5. Wherever possible more importance is to be given to the practical problems.

Sign of the BOS Chairman
Dr. Navita Kulkarni
BoS in Mass Media

Sign of the
Offg. Associate Dean
Prof. Suchitra Naik
Humanities

Sign of the Offg. Dean
Dr. Anil Singh
Humanities