

## As Per NEP 2020

# University of Mumbai



| Syllabus for<br>Basket of OE   |           |
|--------------------------------|-----------|
| Board of Studies in Mass Media |           |
| UG First Year Programme –      |           |
| Semester                       | 2         |
| Title of Paper                 | Credits   |
| Production Process             | 2         |
| From the Academic Year         | 2024-2025 |

## Production Process

| Sr. No. | Heading .                                                                                                                                                                                                                                                                                                                                                                    | Particulars                                                                                                                                                                                                        |
|---------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1       | <b>Description the course :</b><br><br><b>Including but Not limited to :</b>                                                                                                                                                                                                                                                                                                 | The production process course for animation involves several distinct phases that take a project from an initial idea to a finished animated piece.<br><br>Concept Development Artist, Production coordinator etc. |
| 2       | <b>Vertical :</b>                                                                                                                                                                                                                                                                                                                                                            | Open Elective                                                                                                                                                                                                      |
| 3       | <b>Type :</b>                                                                                                                                                                                                                                                                                                                                                                | Theory                                                                                                                                                                                                             |
| 4       | <b>Credit:</b>                                                                                                                                                                                                                                                                                                                                                               | 2                                                                                                                                                                                                                  |
| 5       | <b>Hours Allotted :</b>                                                                                                                                                                                                                                                                                                                                                      | 30 Hours                                                                                                                                                                                                           |
| 6       | <b>Marks Allotted:</b>                                                                                                                                                                                                                                                                                                                                                       | 50 Marks                                                                                                                                                                                                           |
| 7       | <b>Course Objectives:</b> ( List some of the course objectives )<br>1. Lerner will learn the stages involved in the animation production process, from pre-production to post-production.<br>2. Lerner will learn the stages including concept development, character design, animation, and final rendering.<br>3. Lerner will be learning to Develop a Concept and Script. |                                                                                                                                                                                                                    |
| 8       | <b>Course Outcomes:</b> ( List some of the course outcomes )<br>1. Lerner will be able to describe the different stages of the animation production pipeline, including pre-production, production, and post-production.<br>2. Lerner will be able to work in production environment.<br>3. Lerner will be able to Develop a Concept and Script.                             |                                                                                                                                                                                                                    |
| 9       | <b>Modules:-</b> Per credit One module can be created                                                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                    |
|         | <b>Module 1: CONCEPT DEVELOPMENT</b>                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                    |
|         | 1. Brainstorming ideas developing the concept for the animation. overview of the Animation storytelling process.<br>2. Script writing or Story boarding.<br>3. Character and Environment Design.                                                                                                                                                                             |                                                                                                                                                                                                                    |
|         | <b>Module 2:VOICE CASTING AND RECORDING</b>                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                    |

|             | <ol style="list-style-type: none"><li>1. The three-act structure and its application in animation.</li><li>2. Selecting voice actors for each character and recording their dialogue in a studio.</li><li>3. Technical Planning.</li></ol>                                                                                                                                                                                        |                                                                                                                 |             |           |       |     |                       |    |     |                   |    |     |                   |    |
|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------|-------------|-----------|-------|-----|-----------------------|----|-----|-------------------|----|-----|-------------------|----|
|             | <b>Module 3:LAYOUT AND BLOCKING</b>                                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                 |             |           |       |     |                       |    |     |                   |    |     |                   |    |
|             | <ol style="list-style-type: none"><li>1. Creating rough sketches or digital layouts to establish.</li><li>2. The composition and camera angles for each scene.</li><li>3. Animation: Animators bring characters and environments to life through Movement, using traditional animation techniques or digital animation software.</li></ol>                                                                                        |                                                                                                                 |             |           |       |     |                       |    |     |                   |    |     |                   |    |
|             | <b>Module 4:VFX INTEGRATION</b>                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                                                                 |             |           |       |     |                       |    |     |                   |    |     |                   |    |
|             | <ol style="list-style-type: none"><li>1. Lighting and Rendering.</li><li>2. Editing.</li><li>3. Sound Design and Music Composition.</li><li>4. Color Grading and Finishing.</li></ol>                                                                                                                                                                                                                                             |                                                                                                                 |             |           |       |     |                       |    |     |                   |    |     |                   |    |
| 10          | <b>Text Books:</b> <ol style="list-style-type: none"><li>1. The Illusion of Life: Disney Animation" by Frank Thomas and Ollie Johnston</li></ol>                                                                                                                                                                                                                                                                                  |                                                                                                                 |             |           |       |     |                       |    |     |                   |    |     |                   |    |
| 11          | <b>Reference Books:</b> <ol style="list-style-type: none"><li>1. In the Blink of an Eye: A Perspective on Film Editing" by Walter Murch</li><li>2. Pixar Storytelling- by Dean Movshovitz (Author)</li><li>3. The Science of Storytelling- by Will Storr (Author)</li><li>4. The Filmmaker's Handbook: A Comprehensive Guide for the Digital Age" by Steven Ascher and Edward Pincus</li></ol>                                    |                                                                                                                 |             |           |       |     |                       |    |     |                   |    |     |                   |    |
| 12          | <b>Internal Continuous Assessment: 40%</b>                                                                                                                                                                                                                                                                                                                                                                                        | <b>External, Semester End Examination 60%</b><br><b>Individual Passing in Internal and External Examination</b> |             |           |       |     |                       |    |     |                   |    |     |                   |    |
| 13          | <b>Continuous Evaluation through:</b>                                                                                                                                                                                                                                                                                                                                                                                             | Quizzes, Class Tests, presentation, project, role play, creative writing, assignment etc.( at least 3 )         |             |           |       |     |                       |    |     |                   |    |     |                   |    |
| 14          | <b>Format of Question Paper:</b> for the final examination<br><br>Question.1 is compulsory.<br>Attempt any 1 from Q2. And Q3.<br>Each question carries 15 Marks<br><table><tr><th>Question No</th><th>Questions</th><th>Marks</th></tr><tr><td>Q 1</td><td>Practical/ Case study</td><td>15</td></tr><tr><td>Q 2</td><td>Practical/ Theory</td><td>15</td></tr><tr><td>Q 3</td><td>Practical/ Theory</td><td>15</td></tr></table> |                                                                                                                 | Question No | Questions | Marks | Q 1 | Practical/ Case study | 15 | Q 2 | Practical/ Theory | 15 | Q 3 | Practical/ Theory | 15 |
| Question No | Questions                                                                                                                                                                                                                                                                                                                                                                                                                         | Marks                                                                                                           |             |           |       |     |                       |    |     |                   |    |     |                   |    |
| Q 1         | Practical/ Case study                                                                                                                                                                                                                                                                                                                                                                                                             | 15                                                                                                              |             |           |       |     |                       |    |     |                   |    |     |                   |    |
| Q 2         | Practical/ Theory                                                                                                                                                                                                                                                                                                                                                                                                                 | 15                                                                                                              |             |           |       |     |                       |    |     |                   |    |     |                   |    |
| Q 3         | Practical/ Theory                                                                                                                                                                                                                                                                                                                                                                                                                 | 15                                                                                                              |             |           |       |     |                       |    |     |                   |    |     |                   |    |

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|  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | <b>TOTAL</b> | <b>30</b> |  |
|  | <p>Note:</p> <ol style="list-style-type: none"> <li>1. Equal Weightage is to be given to all the modules.</li> <li>2. Internal option shall be given in Q1.</li> <li>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.</li> <li>4. Use of simple calculator is allowed in the examination.</li> <li>5. Wherever possible more importance is to be given to the practical problems.</li> </ol> |              |           |  |

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

**Sign of the**  
**Offg. Associate Dean**  
**Prof. Mala Lalwani**  
**Humanities**

**Sign of the Offg. Dean**  
**Dr. Anil Singh**  
**Humanities**