



Atal Bihari Vajpayee Govt Institute of Engineering & Technology
Pragatinagar, Shimla (H.P) – 171202
DEPARTMENT OF COMPUTER ENGINEERING

LESSON PLAN

Academic Year	2026-2027
Semester	5 th
Subject Code	COPC305
Subject Title	Graphics & Animation Lab
Name of Faculty	Sunaina Stan
Semester Start & End Dates	08.08.2026 to 28.11.2026

Study and Evaluation Scheme

Sr. No.	Name of the Subject	Hours/Week		Total Hrs/Wee	Credits	Evaluation Scheme						
		L	P			Internal		External				
						Th	Pr	Th	Hrs	Pr	Hrs	Total
1	Graphics and Animation Lab	--	4	4	2	--	40	--	--	60	3	100

Day	Topic of Discussion	Topic Details	Delivery Method
Practical-1 : Photoshop Workspace			
Day 1	Photoshop Workspace	Introduction to Photoshop interface, toolbox and	Demonstration
Day 2	Photoshop Workspace	Practice Photoshop workspace and customize panels.	Hands-on
Practical-2 : Photoshop Documents			
Day 3	Photoshop Documents	Create, save and open Photoshop documents.	Demonstration
Day 4	Photoshop Documents	Navigate documents and image properties.	Hands-on Practical/Viva

Practical-3 : Layers & Resolution			
Day 5	Layers	Create layered Photoshop documents.	Hands-on
Day 6	Resolution	Monitor, document and printer resolution.	Demonstration
Day 7	Layer Exercise	Layer editing and transformations.	Lab Exercise/Viva
Practical-4 : Selection Tools			
Day 8	Selection Tools	Rectangular Marquee, Lasso and Magic Wand tools.	Demonstration
Day 9	Selection Exercise	Image editing using selection tools.	Hands-on
Practical-5 : Illustrator Interface			
Day 10	Illustrator Interface	Workspace, rulers, guides and grids.	Demonstration
Day 11	Drawing Tools	Draw and transform vector objects.	Hands-on
Practical-6 : Document Setup			
Day 12	Document Setup	Create new document and page settings.	Demonstration
Day 13	Shape Tools	Rectangle, Ellipse, Polygon and Star tools.	Hands-on
Practical-7 : Object Drawing			
Day 14	Drawing Objects	Draw geometric objects.	Demonstration
Day 15	Object Transformation	Scale, Rotate, Reflect and Shear objects.	Hands-on
Practical-8 : Image Selection			
Day 16	Selection Practice	Save and modify selections.	Demonstration
Day 17	Practical Exercise	Image editing project.	Lab Exercise/Viva
Practical-9 : Printer Icon Design			
Day 18	Printer Icon	Design Printer Icon using Adobe Illustrator.	Demonstration
Day 19	Printer Icon Project	Complete Printer Icon using Illustrator.	Project Work/Viva
Practical-10 : USB Icon Design			
Day 20	USB Icon	Design USB Stick Icon using Adobe Illustrator.	Demonstration
Day 21	USB Icon Project	Complete USB Icon with colours and effects.	Project Work/Viva
Practical-11 : Logo Design			
Day 22	Logo Design	Design a professional vector logo.	Demonstration

Day 23	Logo Project	Complete professional logo using Illustrator.	Project Work/Viva
Practical-12 : Blender Animation			
Day 24	Blender Interface	Introduction to Blender interface, navigation and	Demonstration
Day 25	Character Modelling	Create a 3D character and apply materials.	Hands-on
Day 26	Character Animation	Animate the character using keyframes.	Hands-on
Day 27	Project Demonstration	Demonstrate the completed animation project.	Presentation/Viva
Day 28	Final Practical & Viva	Conduct Practical Examination, Viva-Voce and Record Evaluation.	Practical Evaluation


Faculty

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H.O.D.

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