

ABEDA INAMDAR COLLEGE PUNE

Diploma Course In Pre production and 2d Animation

(Faculty of Science & Technology)

2D Animation

Choice Based Credit System Syllabus

To be implemented from Academic Year 2021-2022

Title of the Course: Diploma Course In Pre Production & 2D Animation

Preamble:

Animation is the most emerging and fast-growing industries in India and the whole world is taking notice of the efficiency, skill and talent available in the country in these fields. To aid further growth of these industries, it is extremely important that formal and professional level training programs and courses are introduced at University and College levels to create highly skilled and trained professionals for this Industry. 2d Animation is an important segment in this Industry and this course is being introduced to train people in the field of 2d animation which is an inherent part of a variety of industries today and find applications in industries even beyond Animation, Media and Entertainment

Introduction:

Students are introduced to Digital 2D animation using any one of the popular 2D Animation Softwares. This course introduces students to Digital 2D animation. The basic tools and techniques are learned through various practical assignments. Objective of this course to provide with overall knowledge of 2d animation, that covers all aspects of 2d techniques. It will help to develop aesthetic sense in the students, and to make students capable of working in a 2d animation studio.

Prerequisite:

- Students must have basic operational knowledge of computers.
- Students must understand English language.
- Students must have basic knowledge of the Internet.

Duration: The Program comprises Two semesters .

Evaluation: Four semesters program with the combination of 60% Semester End Examination and 40% Continuous Evaluation per semester.

Number of seats: 60

Eligibility: 10+2 Any S

Titles of Papers, Credit Allocation and Scheme of Evaluation

Semester I

(Total credits=30)

Paper Code	Course Type	Paper title	Credits		Evaluation		
			T	P	CE	SE E	Total
	Core Credit Theory	Script writing and storyboarding for Animation	4	-	40	60	100
	Core Credit Theory	Basic drawing I	4	-	40	60	100
	Core Credit Theory	Animation Process and Visual Form	4	-	40	60	100
	Core Credit Practical	Digital image editing	-	4	40	60	100
	Core Credit Practical	Digital 2D Animation I	-	4	40	60	100
	Core Credit Practical	Audio Video editing	-	4	40	60	100
	Core Credit Practical	Project/Portfolio	-	6	60	90	150

Total	12	18	300	450	750
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Abbreviation:

T: Theory

P: Practical

CE: Continuous evaluation

SEE: Semester End Examination

Semester II
(Total credits=30)

Paper Code	Course Type	Paper title	Credits		Evaluation		
			T	P	CE	SEE	Total
	Core Credit Theory	Introduction to Photography	4	-	40	60	100
	Core Credit Theory	Principle of Animation	4	-	40	60	100
	Core Credit Theory	Basic drawing II	4	-	40	60	100
	Core Credit Practical	BG Design	-	4	40	60	100
	Core Credit Practical	Project/Portfolio	-	8	80	120	200
	Core Credit Practical	On job training	-	6	60	90	150
Total			12	18	300	450	750

Abbreviation:

T: Theory

P: Practical

CE: Continuous evaluation

SEE: Semester End Examination

Semester - 1

Semester - I

Paper - I

Course Type: Core Course Theory

Course Code: _____

Course Title : Script writing and storyboarding for Animation

Teaching Scheme 5 Hours / Week	No. of Credits 4	Examination Scheme CE : 40Marks SEE: 60Marks
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Course Objectives:

1. Includes pre-production stages like idea creation, story development, scripting, storyboarding etc.
2. you will learn the best approaches to drawing suggested backgrounds for your boards from rough blocking to adding perspective and how to draw depth and space in your panels.

Course Outcomes:

1. Learn the ways of drawing boards for animation
2. Animation principles and design
3. Character design, character posing and expression.
4. Understanding drawing tools and create graphics
5. Learn storyboard design for multimedia and animation

Course Contents

Chapter 1	Script Writing	10 Hour
1.1 Developing Idea / Concept - Story 1.1 Basic Elements of a Story, Structure of A Story 1.2 Concept of Acts –Theme – Subplots – Tone – Genre 1.3 Writing for Different Types and Groups Of Audience 1.4 Animation Script Vs. Live Action Movie Script		
Chapter 2	Storyboard	10 Hour
2.1 StoryBoard 2.2 Importance Of Storyboard & Advantage 2.3 Different Types of Storyboards 2.4 Storyboard Formats		

Chapter 3	Elements of Storyboarding:	10 Hour
3.1 Design, Color, Light and Shadow 3.2 Application Of Staging 3.3 Composition Rules 3.4 Concept Of Panels and Its Usages 3.5 Storyboarding Movements		
Chapter 4	Illustrating Camera Techniques In A Story Board	15 Hour
4.1 Visual Continuity 4.2 Transitions 4.3 Digital Storyboarding 4.4 Camera movement		
Chapter 5	Creation of Animatic	15 Hour
5.1 Scanning Storyboard Panels and Synchronizing It with The Soundtrack 5.2 Understanding timeline 5.3 Sequence of shots 5.4 Understanding transition		
Reference Books:		
1. Don Bluth's Art of Storyboard : Don Bluth - Dark Horse Comics, 2004 2. How to Draw Animation - Learn the Art of Animation from Character Design to Storyboards and Layouts : Christopher Hart - Watson-Guption; New ed. edition 3. The Art of the Storyboard - Storyboarding for Film, TV, and Animation : John Hart- Focal Press; 1st edition		

Semester - I

Paper - II

Course Type: Core Course Theory

Course Code: _____

Course Title : Basic drawing I

Teaching Scheme 5 Hours / Week	No. of Credits 4	Examination Scheme CE : 40Marks SEE: 60Marks
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Course Objectives:

1. This course is intended to provide the student a basic understanding of drawing techniques.
2. Students develop a basic skill in drawing through various exercises.
3. This course also helps the students to have an idea about the history of art in general.

Course Outcomes: On completion of this course, students will be able to :

1. Advanced Concept of Perspective Drawing
2. The ability to draw just about anything in space accurately
3. To be able to design believable world
4. Expand your Visual library
5. Story driven visualization
6. Best practice & habit forming for a life in art and design
7. Time as a resource
8. To focus, channel and utilize creative energies optimally in order to achieve course objectives and get ready for a career in art.

Course Contents

Chapter 1	A Brief History of Art and Drawing	10 Hour
1.1A Brief History of Art and Drawing 1.1 Cavemen 1.2 Classical Art 1.3 Renaissance 1.4 Modern Art		

Chapter 2	Introduction of Different Drawing Materials And Tools	5 Hour
<p>2.1 Dry Media – (Pencils, Charcoals, Chalks, Crayons – Pastels, Erasers, Smudging Tools) –</p> <p>2.2 Wet Media – (Dip Pens, Disposable and Cartridge Pens) –</p> <p>2.3 Markers – Brushes – Inks (Water Based, Alcohol Based, Indian/Chinese Ink)</p> <p>2.4 Paints (Water Based, Acrylic, Oil)</p>		
Chapter 3	Drawing Surfaces	15 Hour
<p>3.1 Drawing Surfaces – (Papers – Newsprint – Vellum - Bristol Board - Rag/Cotton Paper</p> <p>3.2 Watercolor Paper - Charcoal Paper - Colored Paper - Rice Paper – How To Handle These Papers)</p> <p>3.3 Drawing Surfaces – (Scratchboards) –</p> <p>3.4 Tools For Erasing And Sharpening – Palettes – Knives- Easels .</p>		
Chapter 4	Basic Drawing	15 Hour
<p>4.1 Drawing Lines, Circles, Ovals, Scribbles, Patterns Etc. –</p> <p>4.2 Drawing From Observation, Doodling and Noodling –</p> <p>4.3 Drawing Straight Lines – Free Hand Drawing – Holding the Pencil</p> <p>4.4 Drawing With Grids</p>		
Chapter 5	Basic element and principle of composition	15 Hour
<p>5.1 Basic Elements and Principles In Picture Composition</p> <p>5.2 Basic Geometric Shapes and Forms</p> <p>5.3 Compositional Techniques - Rule of Thirds - Rule of Odds - Rule Of Space – Simplification.</p>		
Reference Books:		
<ol style="list-style-type: none"> 1. Drawing For The Absolute And Utter Beginner: Claire Watson Garcia - Watson-Guption Publications, 2. Exploring The Elements Of Design : Mark A. Thomas, Poppy Evans- CENGAGE Learning Custom Publishing; 3rd edition 3. The Art Of Composition : Michael Jacobs - Doubleday 4. The Art Of Pictorial Composition : Wolchonok - Dover (January 1, 1969) 5. Social History Of Art : Arnold Hauser - Routledge (May 20, 1999) 		

Semester - I

Paper - III

Course Type: Core Course Theory

Course Code: _____

Course Title :Animation Process And Visual Form

Teaching Scheme 5 Hours / Week	No. of Credits 4	Examination Scheme CE : 40Marks SEE: 60Marks
Course Objectives: <ol style="list-style-type: none">1. To introduce the filmmaking process .2. To develop the ability to Understand the characteristics of films3. To understand structured approach towards storytelling.4. To develop and understand three act structure.		
Course Outcomes: On completion of this course, students will be able to : <ol style="list-style-type: none">1. Explore various films all around the world and storytelling2. understand the film making process and its working pipeline		
Course Contents		
Chapter 1	Animation Processes	3Hour
1.1 Covers the entire process from script to screen in process for an animation film (short or feature) 1.2 Overview of the Process 1.3 Preproduction, Production, Post Production 1.4 A comparison between live action film making & animation The primary difference being that an animation film tends to be pegged down pretty accurately by the end of the preproduction process itself whereas for a live action film it is close to completion only at the end of editing which is a post production process.		
Chapter 2	Preproduction	6 Hour

2.1 Story to Script

2.2 Whether adapted or original, taking the story from a verbal or spatial medium like a book or graphic novel to a form suitable for making a film. What makes a good story?

2.3 Plot & Character: Action Plots & Mind Plots. Analysis of different types of plots

2.4 Archetypes v/s Stereotypes - understanding of archetypes and a brief introduction to the mono myth (hero's journey).

2.5 Why Animation? (instead of live action)

Chapter 3	Production	10 Hour
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3.1 Animation

3.2 Acting - Animation is not about moving images but moving people

3.3 Traditional 2D anim

3.4 a. Linetests - Keyframes & Timing (breakdowns & inbetweens) also brief introduction to thumbnailing (for quick exploration of alternative methods of animating a scene)

3.5 Study comparisons between different rhythms of animation

3.6 Executing straight ahead and inbetweener planned animation, limited animation full animation

3.7 Drawing key frames, breakdowns, inbetweens, animation cycles

3.8 Cleanups

Chapter 4	Post Production	10 Hour
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4.1 Voice, Music & Effects

4.2 Understanding the dynamics of sound design and use of sound as a key component of animation

4.3 Designing a soundtrack for animation including music, dialogue, voice overs, lip synch and FX

4.4 Recording and mixing multiple tracks

4.5 Post processing sound

4.6 Compositing & Editing

4.7 Work in Progress. Development of a film from Animatic to Edit with different scenes at different stages.

4.8 Coming together of the various elements of the scene.

4.9 Final Mixing of Sound & Final Edit

4.10 Understanding the dynamics of camera moves and magnifications

Chapter 5	Visual Form	15 Hour
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5.1 Exploring the look and feel for animation through concept art

5.2 Planning character design, layout design, illustration style, composition, staging, backgrounds

5.3 A study of indigenous design and painting, both contemporary and traditional to understand and analyze a variety of styles and visual language

Reference Books:

1. Mark Cotta Vaz, The Art of Finding Nemo, Chronicle Books, 2003

2. Gary Russell, The Art of The Fellowship of the Rings, Houghton Mifflin, 2002

3. Gary Russell, The Art of The Two Towers (The Lord of the Rings), Houghton Mifflin, 2003

4. Gary Russell, The Art of The Return of the King (The Lord of the Rings), Houghton Mifflin, 2004

5. Will Eisner, Graphic Storytelling, Poorhouse Press, 1996

6. Will Eisner, Comics and Sequential Art, Poorhouse Press, 1985

7. Scott McCloud, Understanding Comics, Perennial Currents, 1994

8. Bradford W. Wright, Comic Book Nation, Johns Hopkins University Press, 2003

9. Stephen Missal, Exploring Drawing for Animation (Design Exploration Series),

10. Thomson Delmar Learning, 2003

Semester - I

Paper - IV

Course Type: Core Course Practical

Course Code: _____

Course Title : Practical course on Digital Image Editing

Teaching Scheme 4hrs 20 mins Hrs / week	No. of Credits 4	Examination Scheme CE : 40Marks SEE: 60Marks
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Course Objectives:

1. Adobe Photoshop is the predominant photo editing and manipulation software on the market.
2. Its uses range from full featured editing of large batches of photos to creating intricate digital paintings and drawings that mimic those done by hand

Course Outcomes:

After going through this course, Students will be able to:

1. Understand use of Photoshop
2. Understand Interface of Adobe Photoshop
3. Access File options in Adobe Photoshop
4. Understand Selection tools in Adobe Photoshop
5. Use Manipulation using selection tools in Adobe Photoshop
6. Use Wrap tool in Adobe Photoshop
7. Create Mockup for Frame in in Adobe Photoshop
8. Access and use Cloning Effects in Adobe Photoshop
9. Create Stationery Design in Adobe Photoshop
10. Create Face Retouching in Adobe Photoshop
11. Use Image Adjustment modes in Adobe Photoshop
12. Define Brush in Adobe Photoshop
13. Use Lens Flare Effect in Adobe Photoshop
14. Use Lightning effects in Adobe Photoshop
15. Create Caricature in Adobe Photoshop
16. Use Distort Effects in Adobe Photoshop
17. Create Oil Paint and Blur Effects in Adobe Photoshop
18. Use Filter Effects in Adobe Photoshop
19. Create Dispersion Effect in Adobe Photoshop
20. Use Timeline in Adobe Photoshop

Guidelines :

Lab Book: The lab book is to be used as a hands-on resource, reference and record of assignment submission and completion by the student. The lab book contains the set of assignments which the student must complete as a part of this course.

Submission:

The assignments are to be submitted by the student in the form of a PDF Format. Each assignment includes the Assignment Title, Date of submission, Name of Students, Instructors sign.

Assessment:

Continuous assessment of laboratory work is to be done based on overall performance and lab assignments performance of students. Each lab assignment assessment will be assigned grade/marks based on parameters with appropriate weightage. Suggested parameters for overall assessment as well as each lab assignment assessment include- timely completion, performance, creativity.

Operating Environment:

For Digital Image editing

Operating system: Windows 10

Software: Adobe Photoshop

Suggested List of Assignments:

Assignment 1 -Greeting Card

Assignment 2 - Basic photo Correction

Assignment 3 - Working with selection

Assignment 4 - Quick Fixes

Assignment 5 - Mask And channels

Assignment 6 - Typographic Design

Assignment 7 -Vector Design

Assignment 8 – Advanced Compositing

Assignment 9 – working with brush and mix brush tool

Assignment 10 - Creating layout

Semester - I

Paper - V

Course Type: Core Course Practical

Course Code: _____

Course Title : Practical course on Digital 2D Animation

Teaching Scheme 4hrs 20 mins Hrs / week	No. of Credits 4	Examination Scheme CE : 40Marks SEE: 60Marks
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Course Objectives:

1. In This Course You will learn to animate Vector Graphics, Character animation and Motion Graphics .
2. In the lesson you will get a detailed structure of how to animate 2d characters.
3. The course has multiple lessons, each lesson carefully focusing on one topic at a time, so you can easily grasp the lecture experiment or practice.
4. what is taught and move to the next lecture at your own pace.

Course Outcomes:

After going through this course, Students will be able to:

1. Learn new tools
2. Understanding drawing tools and create graphics
3. Learn 2D digital animation
4. learn and create Motion Graphic
5. Create vector Graphic animation

Guidelines :

Lab Book: The lab book is to be used as a hands-on resource, reference and record of assignment submission and completion by the student. The lab book contains the set of assignments which the student must complete as a part of this course.

Submission:

The assignments are to be submitted by the student in the form of a .Fla, Swf and M4 Format. Each assignment includes the Assignment Title, Date of submission, Name of Students etc.

Assessment:

Continuous assessment of laboratory work is to be done based on overall performance and lab assignments performance of students. Each lab assignment assessment will be assigned grade/marks based on parameters with appropriate weightage. Suggested parameters for overall assessment as well as each lab assignment assessment include- timely completion, performance, creativity.

Operating Environment:

For Digital 2d Animation

Operating system: Windows 10

Software: Adobe Flash / Animate

Suggested List of Assignments:

Assignment 1 - Animate Simple shapes using Adobe flash

Assignment 2 - Practical based on motion tween

Assignment 3 - Bouncing ball

Assignment 4 - Create mask Effect to the text

Assignment 5- Shape to the text by using skew break apart

Assignment 6- Deco tool to paint with symbol

Assignment 7- Spray Brush tool

Assignment 8- Animate along path

Assignment 9-Earth Rotation effect by mask

Assignment 10- Motion presets

Assignment 11- Modify Gradients

Assignment 12-Motion tween on text

Assignment 13-animation by using motion preset

Assignment 14-Walking effect by frame

Assignment 15- create a button

Assignment 16-Create 3d rotation and transform

Assignment 17 -Create animation using onion tool

Books: Laboratory handbook

Semester - I

Paper - VI

Course Type: Core Course Practical

Course Code: _____

Course Title : Practical course on Audio Video editing

Teaching Scheme 4hrs 20 mins Hrs / week	No. of Credits 4	Examination Scheme CE : 40Marks SEE: 60Marks
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Course Objectives:

1. Video Editing is a course designed to foster positive learning experiences while teaching the basic production and editing techniques of cinematography.
2. The course is designed to involve students in the technological environment of both live and recorded video productions.
3. It is a hands on course that involves active participation of the students working undertime constraints of production deadlines for videos.
4. Students will learn: proper camera framing, how to create a shot sequence, video editing in Adobe Premiere.

Course Outcomes:

After going through this course, Students will be able to:

- 1.learn how to combine basic design principles in video editing.
- 2.Generate a video by applying his/her knowledge.
- 3.Present the edited video.
- 4.Apply required corrections in his/her project and presents it in the class
- 5.learn Premiere pro software in basic level.
- 6.Record short clips by using a camera.
- 7.Import clips to the hard disk.
- 8.Edit these clips by using premiere Pro software.

Guidelines :

Lab Book: The lab book is to be used as a hands-on resource, reference and record of assignment submission and completion by the student. The lab book contains the set of assignments which the student must complete as a part of this course.

Submission:

The assignments are to be submitted by the student in the form of an AVI or M4 Format. Each assignment includes the Assignment Title, Date of submission, Name of Students etc.

Assessment:

Continuous assessment of laboratory work is to be done based on overall performance and lab assignments performance of students. Each lab assignment assessment will be assigned grade/marks based on parameters with appropriate weightage. Suggested parameters for overall assessment as well as each lab assignment assessment include- timely completion, performance and creativity.

Operating Environment:

For Audio Video editing

Operating system: Windows 10

Software: Adobe Premiere

Suggested List of Assignments:

Assignment 1 - Create a Presentation on Editing Software

Assignment 2. Create a Presentation on Premiere Tools and Panel

Assignment 3. Premiere Pro Interface and Basic Editing Lineup

Assignment 4. Add video transition and effects on the previous lineup.

Assignment 5. Add Audio in the timeline and match with the video

Assignment 6. Create Titles and compose with your final sequence. Also, make a video render in H.264

Assignment 7. Create a presentable Video Matching Sound with Good Transitions and Effects

Assignment 8. Using Ultra Keyer in Premiere Pro create a basic Compositing

Assignment 9. Duplicate a Person using Chroma Screen and Crop tool

Assignment 10. Create a color effects maintaining red color

Assignment 11. Create a Stop Motion video using image sequence

Assignment 12. Make a Creative Titles and apply lens flare effects on it and make presentable Motion Graphics

Assignment 13. Create Intro sequence using text and animate titles with effects

Assignment 14. Create a text for any interviewer with good animation effect5.

Stylize your video using Track Matte Effects and Crop Effects

Assignment 16. Create a Slow motion fast-motion video using time remapping and also use the stretch tool.

Books: Laboratory handbook

2D Animation (UG Question Paper Pattern)

a. **Evaluation Criteria** : The evaluation of students will be based on three parameters:-

- Continuous Internal Evaluation (CIE).
- Practical / Project Examination
- Semester End Examination.

i. **For Continuous Internal Evaluation (CIE):** Internal assessment will be as follows:

Theory Examination

Credits :4 Duration : 1Hr/Exam Marks:40			
10 Marks Academic Performance	10 Marks Spirit of Collaboration	10 Marks Quiz Submission	10 Marks Class Test
Attendance	Active participation in class activities.	Submission of end module quizzes on regular basis	Minimum 40% marks required to get marks for class test.

ii. **For Practical/Project Examination:** Internal assessment will be as follows:

Practical Credits :4 Marks:40			Project Credits :6 Marks:60		
10 marks	20 Marks	10 Marks	20 marks	20 Marks	20 Marks
Attendance	Assignment submission on time	Lab Course Book / Journal	Idea and Originality	accuracy and reliability	Presentation

For Semester End Examination: The Duration of the SEE will be as follows:

For Theory Examination

Credits: 4		Marks : 60	
Duration : 2.5 hrs			
Q1	Q2	Q3	
10 marks	20 marks	30 marks	
Short answers (any 5) Each carry 4 marks)	Descriptive (any 2) Each carry 10 marks	Multi choice questions (any 15) Each carry 2 marks	

For Practical/Project Examination

Practical Credits : 4 Marks:60 Duration : 3.5 Hours						Project Credits :6 Marks :90 Duration : 3.5 Hours	
Q1	Q2	Q3	Q4	Q5	Q6	Portfolio	Project Presentation And Design
10 marks	10 marks	10 marks	10 marks	10 marks	10 marks	45 marks	45

Semester - 2

Semester - II

Paper - I

Course Type: Core Course Theory

Course Code: _____

Course Title : Introduction to Photography

Teaching Scheme 5 Hours / Week	No. of Credits 4	Examination Scheme CE : 40Marks SEE: 60Marks
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Course Objectives:

1. This course concentrates on techniques, aesthetics and communication in the photographic medium.
2. Students learn the basics of digital photography through a series of assignments.

Course Outcomes:

1. Creative Process
2. Development of Skill and Technique
3. Communication of Ideas and Context
4. Development of Behavior
5. Graduates with a minor in photography are prepared for a variety of careers, such as photojournalism and/or commercial photography. Our graduates work for Nike, Getty Images and many other organizations.

Course Contents

Chapter 1	Invention Of Photography	10 Hour
1.1 Invention Of Photography 1.2 Camera ,Choosing A Camera, Lenses: Type Of Lenses 1.3 Focusing ,Focal Length, Aperture , Depth Of Field , Shutter Speeds 1.4 DSLR Camera, Image Sensor 1.5 ISO, Aspect Ratio, 1.6 Full Frame, APS Sensors.		
Chapter 2	Image Composition	10 Hour
2.1 Image Composition: Rules For Composition 2.2 Subject Placement, Balance, Line Of Force, Vantage Point, Depth Etc. 2.3 Working With Tripod And Other Supporting Accessories.		
Chapter 3	Light	15 Hour

- 3.1 Light- What Is Light-Physics Of Light, Properties Of Light-Lighting Aesthetics, Colour Temperature, Direction, Quality Of Light Etc.
- 3.2 Light Sources: Natural Light, Artificial Light Hard And Soft Light, Key Light, Fill Light, Rim Light, Front Lighting, Side Lighting
- 3.3 Three Point Lighting- Studio Lighting
- 3.4 Light Modifiers:-Flash Diffusers, Soft Boxes, Snoots, Ban Doors
- 3.5 Honeycombs, Gels And Filters.

Chapter 4	Introduction To Object Photography	15 Hour
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- 4.1 Introduction To Object Photography
- 4.2 Storytelling in photograph.
- 4.3 Importance of object placement (Composition)
- 4.4 Understanding lighting on object
- 4.5 Summary

Chapter 5	Photographic Projects	15 Hour
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- 5.1 Photographic Projects
- 5.2 Product Photography
- 5.3 Advertisement Photography
- 5.4 Photography For Stop Motion Animation.

Reference Books:

1. Photography, the art of composition: Bert Krages
2. Photographic lighting Simplified: Susan McCartney
3. Creative composition: Harold Davis
4. The 3d photography book: Jeffrey L. Cooper
5. Focal Encyclopaedia of Photography: Focal Press Team
6. 3D Storytelling: How Stereoscopic 3D Works and How to Use It :Bruce Block

Semester - II

Paper - II

Course Type: Core Course Theory

Course Code: _____

Course Title : Principle of Animation

Teaching Scheme 5 Hours / Week	No. of Credits 4	Examination Scheme CE : 40Marks SEE: 60Marks
Course Objectives: 1. This course deals with the basic concepts, theories and principles used in animation, animation workflow, basic tools etc. 2. This course helps the students to understand the Basic Techniques Of Motion Pictures also.		
Course Outcomes: 1. Learn animation fundamentals. 2. Understand how animation works. 3. Knowledge about using animation principles. 4. Without using these animation basics, they will not get desired results.		
Course Contents		
Chapter 1	Types Of Animation	10 Hour
1.1 Animation- Definition- Short History Of Animation - Persistence Of Vision 1.2 Early Animation Devices – Techniques Of Animation – Different Types Of Animation - 1.3 Workflows Of Different Types Of Animation -Preproduction, Production And Post-Production Stages 1.4 Types Of Animation - Experimental Animations.		
Chapter 2	Animation Equipment	10 Hour
2.1 Animation Equipment – Peg Holes And Peg Bars – Cels - Light Box 2.2 Line/Pencil Tests - Field Charts - Rostrum Camera 2.3 The Exposure Sheet (X Sheet) 2.4 Concepts Of :- Soundtrack , Track Breakdown, Key Frames, In-Betweens, Clean-Up etc.		
Chapter 3	Principles Of Animation part I	15 Hour

3.1 Basic Principles Of Animation 3.2 Squash And Stretch 3.3 Anticipation 3.4 Staging 3.5 Straight Ahead And Pose To Pose Animation		
Chapter 4	Principles Of Animation part II	15 Hour
4.1 Follow Through And Overlapping Action 4.2 Slow Out And Slow In 4.3 Arcs 4.4 Secondary Action 4.5 Timing 4.6 Exaggeration 4.7 Solid Drawing 4.8 Appeal.		
Chapter 5	Camera Techniques	10 Hour
5.1 Camera Techniques – Types Of Shots - Basic Shots And Their Intermediary Shots 5.2 Camera Angles - Camera Movements - Dramatic Effects 5.3 Visual Continuity - Picture Composition 5.4 Compositional Techniques - Rule Of Thirds - Rule Of Odds - Rule Of Space – Simplification.		
Reference Books:		
1. The History of Animation: Charles Solomon 2. The Animator's Survival Kit: Richard Williams 3. Disney Animation - The Illusion of Life: Frank Thomas and Ollie Johnston 4. Animation From Pencils To Pixels: Tony White 5. How to Make Animated Films : Tony White		

Semester - II

Paper - III

Course Type: Core Course Theory

Course Code: _____

Course Title : Basic Drawing II

Teaching Scheme 5 Hours / Week	No. of Credits 4	Examination Scheme CE : 40Marks SEE: 60Marks
Course Objectives: 1. Includes essential animation drawing techniques like sketching, perspective drawing etc. 2. This course also deals with some of the pre-production stages like character designing, preparation of model sheets, blueprint creation and layout design.		
Course Outcomes: 1. Advanced Concept of Perspective Drawing 2. The ability to draw just about anything in space accurately 3. To be able to design believable world 4. Expand your Visual library 5. Story driven visualization 6. Best practice & habit forming for a life in art and design 7. Time as a resource 8. To focus the channel and utilize creative energies optimally in order to achieve course objectives and get ready for a career in art.		
Course Contents		
Chapter 1	Human Figure Drawing	10 Hour
1.1 Memory And Imagination Drawing - Life Drawing – Use Of Basic Shapes And Forms 1.2 Sketching Poses - Rapid Sketching From Live Models - Attitude - Gestures - Line Drawing - Quick Sketches - Thumbnails - Stick Figures - Line Of Action – Balance – Rhythm – 1.3 Positive And Negative Spaces 1.4 Silhouettes 1.5 Caricaturing Fundamentals - Exaggeration		
Chapter 2	Advance perspective	10 Hour

2.1 Perspective Drawing – Vanishing Points – Orthogonal Lines – Horizon –Eye Level
 2.2 One Point Perspective – Two Point Perspective - Three Point Perspective
 2.3 Multi- Point Perspective - Overlapping And Intersection Of Shapes In One Point, Two Point And Three Point Perspective Views
 2.4 Objects And Shapes In Perspective With Light And Shade
 2.5 Foreshortening

Chapter 3

Lighting And Shading

10 Hour

3.1 Tones - Lighting And Shading
 3.2 Basic 3-Dimensional Light Set Up
 3.3 Several Types Of Shadows – Cast Shadow – Contact Shadow – Contour Shadow
 3.4 Reflected Light – Overhang Shadow – Highlight – Core Shadow.

Chapter 4

Visualization-Character Designing

15 Hour

4.1 Visualization - Character Designing - Features Of A Character – Types/Kinds Of Characters
 4.2 Designing Props And Assets Of Character
 4.3 Creating Turnarounds / Character Model Sheets – Blueprints
 4.4 Character Size Comparison Charts
 4.5 Character Attitude Poses

Chapter 5

BG Designing

15 Hour

5.1 Layout – Tools For A Layout Artist – Scale In Layout
 5.2 Perspective Drawing In Layout – Lighting And Shading In Layout – Field Sizes – Planning Pan, Tilt, Rotation, Multiple Pans Etc.
 5.3 Framing And Composing A Layout – Staging – Match Lines – Field Size Graticule - Field Size Set Up – Cut Off Guides
 5.4 Concept Of Layers - Background, Mid Ground, Foreground Elements
 5.5 Character Interaction With The Scene And The Backgrounds

Reference Books:

1. Perspective Made Easy: Ernest R Norling
2. Perspective Drawing Handbook: Joseph D'Amelio
3. Layout And Composition For Animation: Ed Ghertner
4. Animation Background Layout: Mike S Flower
5. Drawing For Animation: Paul Wells
6. How To Draw What You See: Rudy De Reyna

Semester - II

Paper - IV

Course Type: Core Course Practical

Course Code: _____

Course Title : BG Design

Teaching Scheme 4hrs 20 mins Hrs / week	No. of Credits 4	Examination Scheme CE : 40Marks SEE: 60Marks
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Course Objectives:

1.Strong emphasis is placed on the special training for drawing and painting of Cel Animation backgrounds.

Course Outcomes:

- 1.understanding use perspective
- 2.how to use camera angle
- 3.understanding composition and its use
- 4.how to use Layout
- 5.understanding depth of field
6. Understanding of background, foreground

Guidelines :

Lab Book: The lab book is to be used as a hands-on resource, reference and record of assignment submission and completion by the student. The lab book contains the set of assignments which the student must complete as a part of this course.

Submission:

The assignments are to be submitted by the student in the form of artwork on A4 size. Each assignment includes rough drawing and final output with the Assignment Title, Date of submission, Name of Students.

Assessment:

Continuous assessment of laboratory work is to be done based on overall performance and lab assignments performance of students. Each lab assignment assessment will be assigned grade/marks based on parameters with appropriate weightage. Suggested parameters for overall assessment as well as each lab assignment assessment include- timely completion, performance and creativity.

Suggested List of Assignments:

Assignment 1 - Washes: - Plain/Flat, Graded, Wet In Wet, Dry Brush Etc.

Assignment 2 - Color Wheel: - Primary, Secondary, Complementary, Warm / Cool Colors –

Assignment 3 Color Values – Color Harmony –Light And Shade – Reflected Light

Assignment 4-BG Painting: - Trees, Mountains, Clouds, Water Bodies, Meadows

Assignment 5-Buildings, Science Fiction Story Backgrounds

Assignment 6 - Painting Backgrounds For Mythological Stories

Assignment 7 - Day/Night Scenes.

Books: Laboratory handbook

Semester - II

Paper - V

Course Type: Core Course Practical

Course Code: _____

Course Title : Digital 2D Animation II

Teaching Scheme 4hrs 20 mins Hrs / week	No. of Credits 4	Examination Scheme CE : 40Marks SEE: 60Marks
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Course Objectives:

1. Students are introduced to Digital 2D animation using any one of the popular 2D Animation Softwares.
2. This course introduces students to Digital 2D animation.
3. The basic tools and techniques are learned through various practical assignments.

Course Outcomes:

1. Learn animation fundamentals.
2. Understand how 2d animation works.
3. Knowledge about using animation pipeline
4. Without using these animation basics, they will not get desired results.

Guidelines :

Lab Book: The lab book is to be used as a hands-on resource, reference and record of assignment submission and completion by the student. The lab book contains the set of assignments which the student must complete as a part of this course.

Submission:

The assignments are to be submitted by the student in the form of an AVI or M4 Format. Each assignment includes the Assignment Title, Date of submission, Name of Students etc.

Assessment:

Continuous assessment of laboratory work is to be done based on overall performance and lab assignments performance of students. Each lab assignment assessment will be assigned grade/marks based on parameters with appropriate weightage. Suggested parameters for overall assessment as well as each lab assignment assessment include- timely completion, performance and creativity.

Operating Environment:

For Digital 2d Animation

Operating system: Windows 10

Software: Adobe Flash / Animate

Suggested List of Assignments:

Assignment 1- Tracing An Image

Assignment 2- Tweening

Assignment 3- Rotoscoping

Assignment 4-Working With Text

Assignment 5- Working with Special Effects

Assignment 6- Cyclic Animations

Assignment 7- Lip Sync Animation

Assignment 8-Setting Up Camera Techniques

Books: Laboratory handbook

b.

2d Animation (Certificate Question Paper Pattern)

a. **Evaluation Criteria :** The evaluation of students will be based on three parameters:-

- Continuous Internal Evaluation (CIE).
- Practical / Project Examination
- Semester End Examination.

iii. **For Continuous Internal Evaluation (CIE):** Internal assessment will be as follows:

Theory Examination

Credits :4 Duration : 1Hr/Exam Marks:40			
10 Marks Academic Performance	10 Marks Spirit of Collaboration	10 Marks Quiz Submission	10 Marks Class Test
Attendance	Active participation in class activities.	Submission of end module quizzes on regular basis	Minimum 40% marks required to get marks for class test.

iv. **For Practical/Project Examination:** Internal assessment will be as follows:

Practical Credits :4 Marks:40			Project Credits :6 Marks:60		
10 marks	20 Marks	10 Marks	20 marks	20 Marks	20 Marks
Attendance	Assignment submission on time	Lab Course Book / Journal	Idea and Originality	accuracy and reliability	Presentation

For Semester End Examination: The Duration of the SEE will be as follows:

For Theory Examination

Credits: 4		Marks : 60	
Duration : 2.5 hrs			
Q1	Q2	Q3	
10 marks	20 marks	30 marks	
Short answers (any 5) Each carry 4 marks)	Descriptive (any 2) Each carry 10 marks	Multi choice questions (any 15) Each carry 2 marks	

For Practical/Project Examination

Practical Credits : 4 Marks:60 Duration : 3.5 Hours						Project Credits :6 Marks :90 Duration : 3.5 Hours	
Q1	Q2	Q3	Q4	Q5	Q6	Portfolio	Project Presentation And Design
10 marks	10 marks	10 marks	10 marks	10 marks	10 marks	45 marks	45

