

Bachelor of Science - Animation & Visual Graphics

Syllabus - First Semester

TYPOGRAPHY

Course Code: ANI2101

CreditUnits: 03

Course Objective:

A reader rarely notices great typography, but its absence is keenly missed. Poor technique will kill even your best concept. This module will introduce you to fundamentals of Typography, concepts and give you an opportunity to polish and improve your designs

Course Content:

Module 1

Brief Historical overview, What is a Font?, Types classifications

Type Categories:

Serif;Sans Serif;Display;Script;Pi

Type Terminology

Type Families: Basic & Extended;Font Names;Ligatures;Text vsDisplay ;Text vs Display;Bold

Parts of Letters & the Optical Baseline

Noticing the Differences Between Similar Typefaces

Positive & Negative Space of Type

Figure-Ground with Type

Stretching or Squeezing Type?

Expert Sets :Lining&Oldstyle Figures, Swashes & Glyph Substitution

Module 2

The Creative Brief :Project Name, Objectives, Target Audience, User Needs, Personality, Tone & Mood, Current Target Audience Mind Set, Key Target Audience Insights, Design Approach & Strategies

•Choosing an Effective Typeface

•The Personality/Mood of a Typeface

•Emotive Words

•Researching Type Online

•Legibility vs Readability

Module 3

Designing with Type• Ligatures• White Space• Layout Hierarchy

•Grids

•Creating Contrasts with Type

Typeface;Weight;Size;Typeface Width; Caps/U&lc:

Soft/Hard;Straight/Oblique;Horizontal/Vertical;Few/Many;Order/Chaos;Color or

Shade;Positive/Negative

•Type Color

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)

End Term Examination (Total: 70 marks)

Part-A: Theory: 50 marks

Part-B: Practical: 20 marks

Text and References:

Text

Typography Essentials: 100 Design Principles for Working with Type (Design Essentials) by Ina Saltz

References

Typography Workbook: A Real-World Guide to Using Type in Graphic Design by Timothy Samara

COMPUTER APPLICATIONS

Course Code: ANI2102

Credit Units: 03

Course Objective:

This unit will give students a broad knowledge of the basics of computer usage in publication houses. How to work with computers, what are the design softwares? Students will study the design and layout of pages, taking into consideration the choice of typeface and positioning and choice of colour, images and text. Their work will include practical projects as well as investigations into current design and editing practices in a variety of print forms.

Course Contents:

Module I: Basics of Computer

Hardware/Software, Input devices/ Output devices.

Windows, MSOffice: - Ms Word, Ms Power Point, Networking: - Lan, Wan concept.

Module II: Desk Top Publishing

What is DTP (Desk Top Publishing)? How it is linked with computers. Newspaper, Magazine, Book publishing is part of DTP. Software: page design packages (e.g. Adobe PageMaker, Adobe Indesign. "InDesign is a newer version of PageMaker") to be used for design and layout purposes, text: generation and preparation for use, display, digital typesetting, editing, creation of headlines using appropriate font, creation of pages, importation and movement of copy and images, selection and cropping of photographs and graphics, use of text wrap, anchored graphics and rules, various palettes, master pages, templates etc.

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)

End Term Examination (Total: 70 marks)

Part-A: Theory: 50 marks

Part-B: Practical: 20 marks

Text & References:

Text

- Desktop Publishing on PC By M.C. Sharma
- Adobe Page Maker 7.0 Classroom in a book by BPB Publication or Adobe Publication
- Adobe InDesign CS 3 Classroom in a book by BPB Publication or Adobe Creative Team

References

- Adobe InDesign CS 4 Classroom in a Book by Adobe Creative Team
- Adobe Illustrator CS 4 Classroom in a book by BPB Publication or Adobe Creative Team
- Art and production; Sarkar, N.N.
- Newspaper Layout & Design: A Team Approach; Daryl & Moen
- Fundamental of Computer, BPB Publication or Tech Book Publication

INTRODUCTION TO MULTIMEDIA AND ITS APPLICATION

(Illustrator, Coral Draw, Photoshop)

Course Code: ANI2103

Credit Units: 03

Course Objective : To give students a broad grounding in issues surrounding multimedia including the role of and design of multimedia systems.

Course Content :

Module 1

Graphics using lines. Graphics by combining basic shapes.

Make a perfect cropping of some images using Photoshop. Prepare a cut-out of images using Photoshop; use back ground for images. Colour adjustment of images. Convert a B & W image into colour.

Module 2

Vector Graphics (Designing, Color Theory, Vector Designing & Editing, Text Formatting):

Interface: Working with menus, toolbars, Dockers. Document Setup: Setting Page Size& Orientation, Document Navigation

Rulers & Guidelines: Status Bar.

Text: Formatting, Text Layout, Skewing and rotating, Creating drop shadow, Text to Path, Extruding text.

Objects: Grouping & locking objects, Combining & breaking apart, Transforming & Shaping, Cutting objects apart, Trim, weld & Intersection of objects.

Lines & Curves: Using freehand & Bezier tool, Line properties, Arrowheads Eraser & artist media tools Nodes & Paths.

Color& Fills: Solid Color, Color Palettes, Eyedropper & Paint bucket, Fountain, Fills, Patterns, Texture Fills, Interactive Mesh Fill.

Special effects: Envelopes, Blends, Perspective, Shadow Objects, Power clip Command, Transparency, Distortion, Contour, Lens Docker.

Complex Shapes: Polygon & Stars Spirals Printing Menu.

Module 3

Raster Graphics (Designing, Color Theory, Raster Designing & Editing, text Formatting: Adobe Photoshop, Colour modes, Colour, Using the tools, Selecting and using a tool from the toolbox, Using the tool options bar and other palettes, Customizing the workspace, Using Photoshop Help, Viewing and editing files in Adobe Bridge, Embedding information for easy identification, Automating routine tasks, Resolution and image size, Straightening and cropping an image, Making automatic adjustments, Manually adjusting the tonal range, Replacing colors in an image, etc.

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)

End Term Examination (Total: 70 marks)

Part-A: Theory: 50 marks

Part-B: Practical: 20 marks

Text and References:

Text

Exploring Adobe Illustrator CS6 (Adobe CS6) by Toni Toland and Annesa Hartman

References

Adobe Creative Suite 6 Design and Web Premium Digital Classroom by Jennifer Smith, Jeremy Osborn and AGI Creative Team

PROJECT (WITH PRESENTATION & EVALUATION)

Course Code: ANI2132

Credit Unit:03

GUIDELINES FOR MINI PROJECT/LIVE PROJECT

It must be based on either Industry or Creating Computer Graphics. After selecting this option a Faculty Guide will be allocated to the student by HOI and concern student will have to work with allocated faculty guide for proper guidance to complete this project. Student can choose topic as per his/her area of interest & as per the suggestion given by Faculty guide.

EVALUATION PATTERN

Project Report: 70 Marks

In this report student will have give details of his/her Topic with proper Introduction, Industry overview along with proper details of his/her area. For example if he/she is working on 2D animation or clip art so they must give details on these. Following points should be covered in it:

1. **The project itself on the computer**
2. **Report comprising of:**
 1. Title page
 2. Concept note/ Ideation
 3. Storyboard
 4. Objectives
 5. Methodology
 6. Learning Outcome
 7. Conclusion

Presentation & Viva: 30 Marks

Students will have to make a Presentation (based on their Project Report) and it will be followed by a Viva Voice in front of a Panel of two or three faculty members.

EVALUATION

Report	Viva	Total
70	30	100

WORKSHOP

Course Code: ANI2133

Credit Units: 01

OBJECTIVES

A workshop is primarily an activity based academic event that is organized to provide the students a one to one and hands on experience on any aspect of their learning. The communication in a workshop has to be necessarily two way. The trainer has to make sure that the aspect covered are practically practiced by the participants. The student will choose the option of workshop from amongst their concentration electives. The evaluation will be done by Board of examiners comprising of the faculties.

MAJOR THEMES FOR WORKSHOP

The workshop may be conducted on any of the following major themes:

- Acting for animation
- Lighting
- Photography
- Digital Painting
- Matt Painting
- Clay Animation
- Composting
- Painting / Oil / Water

These themes are merely indicative and the trainer may choose any recent and relevant topic of study.

GUIDELINES FOR WORKSHOP

The procedure for earning credits from workshop consists of the following steps:

- Relevant study material and references will be provided by the trainer in advance.
- The participants are expected to explore the topic in advance and take active part in the discussions held
- Attending and Participating in all activities of the workshop
- Group Activities have to be undertaken by students as guided by the trainer.
- Evaluation of workshop activities would be done through test and quiz at the end of the workshop.
- Submitting a *write up and showing the final output* which focuses on the learning outcome from the workshop.

METHODOLOGY

The methodology followed at the workshop could be based on any one or more of the following methods:

1. Case Study
2. Simulation
3. Group Activity

EVALUATION

Attendance	Active Participation	Multiple Choice Questions/ Quiz	Assignment/ Write up & final output	Total
5	30	30	35	100

Syllabus - Second Semester

BASICS OF HTML

Course Code: ANI2251

Credit Units: 03

Course Objective :

Begins with an HTML overview, how HTML evolved, how to construct a basic HTML page, explore the ins and outs of formatting, Web colors, images, and links, essential elements of a Web page, to create files and folders using the correct directory structure, view source code to learn from the inspiration of others.

Course Content:

Module 1:

Course Introduction; Course software; What is a HTML and HTML 5; Getting started with tags; How to save web pages; Viewing your web pages; Basic HTML Tags ; Basic HTML template; Heading Tags; Paragraph and Break tags; Bold and Italics; HTML lists

Module 2:

Dealing with Images; Types of Images; Inserting Images; Image Attributes; Images and CSS; Text wrapping with CSS; CSS and image borders; Background Images; Adding captions to images

Module 3

Linking to other pages; Hyperlinks; Linking to other pages; Other types of hyperlinks; CSS and hyperlinks; External stylesheets; HTML lists and nav bars

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: A-A-Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)

End Term Examination (Total: 70 marks)

Part-A: Theory: 50 marks

Part-B: Practical: 20 marks

Text and References:

Text

The complete Reference: Thomas Powell; Osborne/McGraw Hill

Reference

Head First Web Design by Ethan Watrall and Jeff Siarto

DIGITAL PHOTOGRAPHY

Course Code: ANI2201

Credit Units: 02

Course Objective :

This course will help students take great photographs.

– Composition; People & nature; Lighting & color; Learn how to display pictures. Understand the mechanics of imaging; Unleash your creative potential.

Course Content:

Module 1:

Inside the digital camera: Image sensor and types, In-Built memory and memory cards. The Principles of Photography: The General Principles of Photography

Module 2:

Types of cameras: Miniature Cameras, medium format cameras, large format camera and digital cameras. Comparative study of digital and analogue (SLR) camera. Advantages and applications of digital photography. Lenses: Normal, wide, tele, zoom, PC and TS lens. Working of a lens and angle of view of a lens.

Module 3:

Camera Controls: Shutter speed aperture exposure control, auto winder or motorized camera, depth of field, selective focus. Exposure Meter: Incident meter and reflected meter. Metering System: Center weighted Spot and Matrix metering. Filters: UV Filter, Polarizing filter, special effect filters and tripod. Composition: Creative Composition, rule of thirds and Golden section. Managing Your Digital Assets: Managing digital cameras, Cleanliness, Precautions, Managing Images printouts, Burning CDs. Camera mounts, accessories. Camera care Difference between multi-camera and single camera setup.

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)

End Term Examination (Total: 70 marks)

Part-A: Theory: 50 marks

Part-B: Practical: 20 marks

Text and References:

Text

Photoshop Book for Digital Photographers (by Scott Kelby)

References

Photoshop Book for Digital Photographers (by Scott Kelby)

WEB DESIGN

Course Code: ANI2202

Credit Units: 03

Course Objective :

This will help us understand the importance of the web as a medium of communication and understand the principles of creating an effective web page, including an in-depth consideration of information architecture. Too also become familiar with graphic design principles that relate to web design and learn how to implement these theories into practice.

Course Content:

Module: Introduction to Web Design and Development: Workflow that Works

Whether or not you are new to Web site design and development, if you comprehend the overall picture; understand the workflow process and best practices for design; learn the software and technology; and can maintain a site that competes and communicates effectively on the Web, then you can launch your new or renewed career with confidence for great success. But all that does sound intimidating! So, in this introductory course to the Web Design and Development Certificate program, we'll go step-by-step through what it will take for you to become that topnotch professional who stands apart in your field.

Module 2:WordPress: Creating a Dynamic Website

Students will learn how to set-up a WordPress website and develop the site to include a menu system with navigation bars, widgets for posts and comments, theme, calendar, and interactive forms. The class will be lecture style with some hands –on. If the student as established a WordPress site the student may use their site for the lessons. Some practice on a WordPress site is offered.

Module 3: HTML and CSS (Basics)

Hypertext Markup Language (HTML) and Cascading Style Sheets (CSS) are inseparable languages that together describe the structure and display of pages on the World Wide Web! This class introduces you to the syntax and explores techniques using both languages to create and format headings, body text, hyperlinks, images, tables, forms and more. You'll also learn to control the format and layout of elements on web pages using CSS stylesheets. Toward the end of the class you'll do several multi-column page layouts with an embedded video element. You can't design professional websites without knowing these critical technologies.

Module 4:Dreamweaver: Introduction

Adobe Dreamweaver is the web development program used by over eighty percent of web professionals. Learn to use Dreamweaver to develop powerful websites using templates and style sheets that are easy to build and even easier to update. Topics include text formatting, dynamic graphics, hyperlinks, templates, tables, frames, style sheets, and forms. We'll also practice publishing your completed site to a web host.

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)

End Term Examination (Total: 70 marks)

Part-A: Theory: 50 marks

Part-B: Practical: 20 marks

Text and References:***Text***

Web ReDesign 2.0: Workflow that Works (2nd Edition) by Kelly Goto and Emily Cotler

WordPress For Dummies, 4th Edition by Lisa Sabin-Wilson and Matt Mullenweg

Head First HTML and CSS by Elisabeth Robson and Eric Freeman

Adobe Dreamweaver CS6 Classroom in a Book by Adobe Creative Team

References

White Space is Not Your Enemy: by Rebecca Hagen and Kim Golombisky

Introducing HTML5 (2nd Edition) by Bruce Lawson and Remy Sharp

COMPUTER LAB ON 2D ANIMATION

Course Code: ANI2203

Credit Units: 03

Course Objective :

Develop a storyline concept. Outline conceptual ideas through storyboarding. Apply theories, techniques, and practices of user interface design, information design, Navigation design, and integration of text, graphics, animation, and sound into complex interactive web---based user experience and environments.

Course Content:

Module1:

Flash workflow & Workspace

- Introduction to flash
- Workspace overview
- Customize the workshop
- Using the Stage and Tools panel; Timeline

Module 2

Working with Flash documents

- Flash files
- Documents and set its properties/multiple documents
- Importing artwork into Flash: (Working with Photoshop PSD files)

Module 3

- Flash short films to be made

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)

End Term Examination (Total: 70 marks)

Part-A: Theory: 50 marks

Part-B: Practical: 20 marks

Text and References:

Text

How to Cheat in Flash CS3: The art of design and animation in Adobe Flash CS3 by Chris Georgenes

References

Adobe Creative Suite 6 Design and Web Premium Digital Classroom by Jennifer Smith, Jeremy Osborn and AGI Creative Team

CREATING ANIMATION

Course Code: ANI2204

Credit Units: 02

Course Objective:

It introduces students to various production techniques of 2D animation

Module 1 :

Animation basics

- Creating motion; Creating key frames ;Representations of animation in the Timeline
- Frame rates; Frame-by-frame animation ;
- Onion skinning; Extend still images ;Mask layers
Using Timeline effects
Twinned animation

Module 2

- Special effects Filter; Animation Filters; Create preset filter libraries
- Blend modes in Flash
- Fundamentals of Flash Scripting for websites.

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)

End Term Examination (Total: 70 marks)

Part-A: Theory: 50 marks

Part-B: Practical: 20 marks

Text and References:

Text

How to Cheat in Flash CS3: The art of design and animation in Adobe Flash CS3 by Chris Georgenes

References

Adobe Creative Suite 6 Design and Web Premium Digital Classroom by Jennifer Smith, Jeremy Osborn and AGI Creative Team

LOCATION RESEARCH FOR ANIMATION

Course Code: ANI2207

Credit Units: 03

Course Objective :

Location Research for Animation covers the basic concept or ideas of using different location or backgrounds for animation films.

Course Content:

Module 1

Location research and adaption lead to informed animation art direction and inspired storytelling. Through immersion in the visual culture of the course location, students develop concept art that informs the aesthetic of an animated film.

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)

End Term Examination (Total: 70 marks)

Part-A: Theory: 50 marks

Part-B: Practical: 20 marks

Text and References:

Text

The Digital Matte Painting Handbook by David B. Mattingly

References

Beginner's Guide to Digital Painting in Photoshop by Nykolai Aleksander and Richard Tilbury

PROJECT

Course Code: ANI2232

Credit Units: 03

GUIDELINES FOR MINI PROJECT/LIVE PROJECT

It must be based on either Industry or Creating Computer Graphics. After selecting this option a Faculty Guide will be allocated to the student by HOI and concern student will have to work with allocated faculty guide for proper guidance to complete this project. Student can choose topic as per his/her area of interest & as per the suggestion given by Faculty guide.

EVALUATION PATTERN

Project Report: 70 Marks

In this report student will have give details of his/her Topic with proper Introduction, Industry overview along with proper details of his/her area. For example if he/she is working on 2D animation or clip art so they must give details on these. Following points should be covered in it:

1. The project itself on the computer

2. Report comprising of:

- Title page
- Concept note/ Ideation
- Storyboard
- Objectives
- Methodology
- Learning Outcome
- Conclusion

Presentation & Viva: 30 Marks

Students will have to make a Presentation (based on their Project Report) and it will be followed by a Viva Voice in front of a Panel of two or three faculty members.

EVALUATION

Report	Viva	Total
70	30	100

WORKSHOP

Course Code: ANI2233

Credit Units: 01

OBJECTIVES

A workshop is primarily an activity based academic event that is organized to provide the students a one to one and hands on experience on any aspect of their learning. The communication in a workshop has to be necessarily two way. The trainer has to make sure that the aspect covered are practically practiced by the participants. The student will choose the option of workshop from amongst their concentration electives. The evaluation will be done by Board of examiners comprising of the faculties.

MAJOR THEMES FOR WORKSHOP

The workshop may be conducted on any of the following major themes:

1. Acting for animation
2. Lighting
3. Photography
4. Digital Painting
5. Matt Painting
6. Clay Animation
7. Composting
8. Painting / OilcolorsPainting/ Watercolors Painting

These themes are merely indicative and the trainer may choose any recent and relevant topic of study.

GUIDELINES FOR WORKSHOP

The procedure for earning credits from workshop consists of the following steps:

1. Relevant study material and references will be provided by the trainer in advance.
2. The participants are expected to explore the topic in advance and take active part in the discussions held
3. Attending and Participating in all activities of the workshop
4. Group Activities have to be undertaken by students as guided by the trainer.
5. Evaluation of workshop activities would be done through test and quiz at the end of the workshop.
6. Submitting a **write up and showing the final output** which focuses on the learning outcome from the workshop.

METHODOLOGY

The methodology followed at the workshop could be based on any one or more of the following methods:

1. Case Study
2. Simulation
3. Group Activity

EVALUATION

Attendance	Active Participation	Multiple Choice Questions/ Quiz	Assignment/ Write up & final output	Total
5	30	30	35	100

Syllabus - Third Semester

INTRODUCTION TO 3D

Course Code: ANI2351

Credit Units:03

Course Objective :

This course is the first level of 3D animation and focuses on introducing 3D software and practicing each students existing motion skills.

Course Content:

Module 1

Introduction to 3D, Interface of 3D Max, Basics of 3D Max Modeling, Exporting, Using the menus. Floating and docking, Using drag and drop feature, Introduction to different workspaces. Geometry, sub objects, Extruding, welding, bridging etc. Recognizing the workspaces

Module 2

Introduction to modifiers and modifier gizmos. Familiarity with common modifier like bend, editpoly, Xform wave, lathe symmetry etc.

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)

End Term Examination (Total: 70 marks)

Part-A: Theory: 50 marks

Part-B: Practical: 20 marks

Text and References:

Text

- a) The Art of Max:An Introduction to 3D Computer Graphics; Autodesk Maya Press

References

- b) Introduction to 3D; James McBennet

LIGHTING AND RENDERING

Course Code: ANI2301

Credit Unit: 03

Course Objective:

This course gives students an advance knowledge of lighting how light behaves practically and in CG. Creating different modes of lighting like dramatic lighting, romantic and horror scene lighting. And also techniques of pulling out final output or rendering.

Course Content:

Module 1

Introduction to 3 point, 2 point and dramatic lighting. Creating photo real environments and textures. Applying on to a 3D objects. rendering the scene, rendering the effects, network rendering. Introduction to advance lighting effects. Mental ray rendering and Toon shade rendering.

Module 2

Introduction to basic material types & procedurals. Study of concepts :- opacity, smoothness, specular and color. Drawing 2d art templates. Creating complex effects like water fire and smoke. Unwrapping the map for various 3D characters.

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)

End Term Examination (Total: 70 marks)

Part-A: Theory: 50 marks

Part-B: Practical: 20 marks

Text and References:

Text

Digital Lighting & Rendering (by Jeremy Birn)

References

3ds Max 9 Bible (by Kelly L. Murdock)

RIGGING AND ANIMATION

Course Code: ANI2302

Credit Unit:03

Course Objective:

In this series of tutorials we will take an introductory look into rigging tools and techniques in 3D Max.

Course Content:

Module 1

Introduction to automated rigging systems and methods. Embedding small scripts in the hierarchy control system to save time and facilitate handling. Advanced rigging. Vertex weighting techniques. Understanding the basics, which include everything from how to establish solid naming conventions to how to utilize 3ds Max's bone and IK handle tools. Cover more complicated topics like setting up an enhanced IK rig, using expressions to create a counter twist rig that preserves volume, as well as skinning techniques. Also learn how 3ds Max's interface can be customized to work faster.

Module 2

Animation, multimedia & virtual reality: Fundamental key frame animation, repeating animation over time, Hierarchical linking, Key frame, Parameters Out-of-Range, Setting Animation Keys, Animating the Rotation of the Dummy Object, Creating a Continuously Looping Animation.

Module 3

Advanced Animation: The Fundamentals of Hierarchical Linking, Animation controllers, Track View Dope Sheet, Ease curves, Controllers, Constraints, Graph editors, Ease curves.

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)

End Term Examination (Total: 70 marks)

Part-A: Theory: 50 marks

Part-B: Practical: 20 marks

Text and References:

Text

3ds Max 9 Bible (by Kelly L. Murdock)

References

Mastering Autodesk 3ds Max 2013 by Jeffrey Harper

PRODUCTION PIPELINE

Course Code: ANI2304

Credit Units: 02

Course Objective:

This course explores the production pipeline used to create a short or feature film in animation studios.

Course Content:

Module 1

Directing and Analyzing a film, Animation film techniques, Film language in action, Adaptation of film language into animation. Student project-Character Designs, Overview, Working with a script/screenplay, Camera angles.

Module 2

Working with storyboard, Field size, Design and rendering the scenes layout and composition, Pans, Trucks and Multiple Pans, Scene planning, Realistic touches; character interaction with the scene and the backgrounds

Module 3

Analyse film layouts, Design and layouts, clean up of BGs and BG painting, Sound concepts and effects for the film, The sound track, Sound equipment and theory, Dialogue and Voice-over, Exposure-sheet doping, reading the sound track. Editing- Image and voice, sound FX and Music.

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)

End Term Examination (Total: 70 marks)

Part-A: Theory: 70 marks

Part-B: Practical: 0 marks

Text and References:

Text

Computer Animation, Third Edition: Algorithms and Techniques by Rick Parent

References

Inspired 3D Short Film Production by Jeremy Cantor and Pepe Valencia

SUMMER PROJECT EVALUATION-I

Course Code: ANI2335

Credit Units: 03

GUIDELINES FOR INTERNSHIP FILE AND ANIMATION/GRAPHIC FOLDER

There are certain phases of every Intern's professional development that cannot be effectively taught in the academic environment. These facets can only be learned through direct, on-the-job experience working with successful professionals and experts in the field. The internship program can best be described as an attempt to institutionalise efforts to bridge the gap between the professional world and the academic institutions. Entire effort in internship is in terms of extending the program of education and evaluation beyond the classroom of a university or institution. The educational process in the internship course seeks out and focuses attention on many latent attributes, which do not surface in the normal class room situations. These attributes are intellectual ability, professional judgment and decision making ability, inter-disciplinary approach, skills for data handling, ability in written and oral presentation, sense of responsibility etc.

In order to achieve these objectives, each student will maintain a file (**Internship File and Animation /Graphic Folder**). The Internship File aims to encourage students to keep a personal record of their learning and achievement throughout the Programme. It can be used as the basis for lifelong learning and for job applications. Items can be drawn from activities completed in the course modules and from the workplace to demonstrate learning and personal development.

The File will assess the student's analytical skills and ability to present supportive evidence, whilst demonstrating understanding of their organization, its needs and their own personal contribution to the organization.

The **layout guidelines** for the Internship File:

- a. A4 size Paper
1. font: Arial (10 points) or Times New Roman (12 points)
2. line spacing: 1.5
3. top and bottom margins: 1 inch/ 2.5 cm; left and right margins: 1.25 inches/ 3 cm

The File will include **five sections** in the order described below. The content and comprehensiveness of the main body and appendices of the report should include the following:

1. **The Title Page**--Title - An Internship Experience Report For (Your Name), name of internship organization, name of the Supervisor/Guide and his/her designation, date started and completed, and number of credits for which the report is submitted.
2. **Table of Content**--an outline of the contents by topics and subtopics with the page number and location of each section.
3. **Introduction**--short, but should include how and why you obtained the internship experience position and the relationship it has to your professional and career goals.
4. **Main Body**--should include but not be limited to daily tasks performed. Major projects contributed to, dates, hours on task, observations and feelings, meetings attended and their purposes, listing of tools and materials, and photographs if possible of projects/assignments.
5. **Appendices**--include pamphlets, forms, charts, advertisements, news stories with bylines or otherwise, brochures, technical and descriptive literature, graphs and other information related to your Internship experience.

The **Main Body** will have **three sections** and will include the following items which will be evaluated for the final assessment:-

1. An **analysis of the company/organization** in which the student is working

2. A **personal review** of the student's technical skills and how they have been developed through the programme.
3. The **report** that the student has prepared on the assignments/project assigned to him by the organization.

Examination Scheme:

Report by Student (Internship File)

- | | |
|--|----|
| 1. Organization & Presentation/Language and clarity /substance of Contents covered and Comprehensiveness | 20 |
| 2. Animation/Graphics Folder | 30 |

Industry Feedback	20
--------------------------	-----------

Presentation & Viva (At the end)	30
---	-----------

Total	100
--------------	------------

3-D QUADRUPED ANIMATION

Course Code: ANI2306

Credit Unit:03

Course Objective:

In this course student will covers the technics of creating walk cycle of a quqdruped character.

Course Content:

Module 1

Using quadruped pre rigs, students produce a series of naturalistic animal motion exercises.

Module 2

Comparative action analysis studies are made on variety of quadruped mammals. Learning how to animate an animal for use in a live action shot.

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)

End Term Examination (Total: 70 marks)

Part-A: Theory: 50 marks

Part-B: Practical: 20 marks

Text and References:

Text

The Animation Book by Kit Laybourne and John Canemaker

References

Computer Animation, Third Edition: Algorithms and Techniques by Rick Parent

PROJECT

Course code: ANI2332

Credit Units: 03

GUIDELINES FOR MINI PROJECT/LIVE PROJECT

It must be based on either Industry or Creating Computer Graphics. After selecting this option a Faculty Guide will be allocated to the student by HOI and concern student will have to work with allocated faculty guide for proper guidance to complete this project. Student can choose topic as per his/her area of interest & as per the suggestion given by Faculty guide.

EVALUATION PATTERN

Project Report: 70 Marks

In this report student will have give details of his/her Topic with proper Introduction, Industry overview along with proper details of his/her area. For example if he/she is working on 2D animation or clip art so they must give details on these. Following points should be covered in it:

1. **The project itself on the computer**
2. **Report comprising of:**
 1. Title page
 2. Concept note/ Ideation
 3. Storyboard
 4. Objectives
 5. Methodology
 6. Learning Outcome
 7. Conclusion

Presentation & Viva: 30 Marks

Students will have to make a Presentation (based on their Project Report) and it will be followed by a Viva Voice in front of a Panel of two or three faculty members.

EVALUATION

Report	Viva	Total
70	30	100

WORKSHOP

Course Code: ANI2333

Credit Units: 01

OBJECTIVES

A workshop is primarily an activity based academic event that is organized to provide the students a one to one and hands on experience on any aspect of their learning. The communication in a workshop has to be necessarily two way. The trainer has to make sure that the aspect covered are practically practiced by the participants. The student will choose the option of workshop from amongst their concentration electives. The evaluation will be done by Board of examiners comprising of the faculties.

MAJOR THEMES FOR WORKSHOP

The workshop may be conducted on any of the following major themes:

1. Acting for animation
2. Lighting
3. Photography
4. Digital Painting
5. Matt Painting
6. Clay Animation
7. Composting
8. Painting / Oil / Water

These themes are merely indicative and the trainer may choose any recent and relevant topic of study.

GUIDELINES FOR WORKSHOP

The procedure for earning credits from workshop consists of the following steps:

1. Relevant study material and references will be provided by the trainer in advance.
2. The participants are expected to explore the topic in advance and take active part in the discussions held
3. Attending and Participating in all activities of the workshop
4. Group Activities have to be undertaken by students as guided by the trainer.
5. Evaluation of workshop activities would be done through test and quiz at the end of the workshop.
6. Submitting a **write up and showing the final output** which focuses on the learning outcome from the workshop.

METHODOLOGY

The methodology followed at the workshop could be based on any one or more of the following methods:

1. Case Study
1. Simulation
2. Group Activity

EVALUATION

Attendance	Active Participation	Multiple Choice Questions/ Quiz	Assignment/ Write up & final output	Total
5	30	30	35	100

Syllabus - Fourth Semester

MAYA FUNDAMENTALS

Course Code: ANI2451

Credits Units: 03

Course Objective:

In this section, student will get an introductory look at the processes in Maya. Student will use a project-based approach as we cover the fundamentals of Maya, look at commonly used tools, and talk about some time-saving tips and techniques gleaned from production experience.

Course Content:

Module 1

Introduction to the interface of Maya. Hotkeys. Using the spacebar. Manipulating a view. Creating objects. Simple primitives. Lights, cameras, selecting objects, types of selection- single selection, adding and subtracting selection, edit menu selection options. Marquee selection, Lasso selection, selection mask.

Module 2

Using hyper shade, relationship editor, hyper graph and outliner. The channel box. Duplicating objects, pivot points, introduction to snapping-2D snapping and 3D snapping. Using layers. Introduction to particles and materials.

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)

End Term Examination (Total: 70 marks)

Part-A: Theory: 50 marks

Part-B: Practical: 20 marks

Text and References:

Text

The Art of Maya: An Introduction to 3D Computer Graphics by Autodesk Maya Press

References

Maya Professional Tip and Techniques; Lee Lanier; John Wiley and Sons

LIGHTING AND RENDERING IN MAYA

Course Code: ANI2401

Credits Units: 03

Course Objective:

In this section student will learn about the essential lighting tools and features found in Maya.

Course Content:

Module 1

Lighting tools in Maya ; Maya lighting tutorial, different types of 3D lights found in Maya, and methods for easily aiming and controlling lights. specialized attributes found in certain light types, different types of shadows available in Maya, how depth can be added for mood to our scenes though the use of volumetric light rays, as well as many other lighting tools and concepts that will help you establish a solid foundation in Maya

Module 2

The core rendering tools and features of Maya that every rendering artist needs to be familiar with. foundational knowledge of rendering in Maya by talking about many of the key tools, features and concepts that every rendering artist in Maya really needs to be familiar with. I resolve some rendering-related issues that student may encounter, strong workflow practices that will be extremely beneficial to them as an emerging render artist.

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)

End Term Examination (Total: 70 marks)

Part-A: Theory: 50 marks

Part-B: Practical: 20 marks

Text and References:

Text

The Art of Maya: An Introduction to 3D Computer Graphics by Autodesk Maya Press

References

Maya Professional Tip and Techniques; Lee Lanier; John Wiley and Sons

RIGGING AND ANIMATION IN MAYA

Course Code: ANI2402

Credit Units: 03

Course Objective:

Student will also learn how Maya's interface can be customized to work faster. By the end of the section, student will be comfortable enough to utilize Maya's rigging features to rig their own assets!

Course Content

Module 1:

Rigging tools and techniques in Maya, start with the basics, which include everything from how to establish solid naming conventions to how to work with Maya's joint and IK handle tools. They then cover more complicated topics like setting up an enhanced IK rig, using the Node Editor to create a counter twist rig that preserves volume, as well skin weighting techniques, and more.

Module 2

The intuitive and fun animation tools of Maya. How to set up animation preferences and create key frames, to learning how animation can be modified from Maya's Timeline and Graph Editor. Learn how to animate objects along a path, how to work non-linearly and non-destructively with the help of the Trax Editor and animation layers. how to animate with constraints and even cover helpful tips on how to improve your productivity.

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)

End Term Examination (Total: 70 marks)

Part-A: Theory: 50 marks

Part-B: Practical: 20 marks

Text and References:

Text

The Art of Maya: An Introduction to 3D Computer Graphics by Autodesk Maya Press

References

Maya Professional Tip and Techniques; Lee Lanier; John Wiley and Sons

PARTICLES AND DYNAMICS IN MAYA

Course Code: ANI2403

Credit Units: 03

Course Objective:

Learn a how to create dynamic simulations and effects in maya

Course Content:

Module 1

using particles, fields, soft bodies, and rigid bodies. step-by-step through a proven approach to generating effects and simulations efficiently. Include: Introduction to Particle Systems; Understanding Rigid Body Simulations;

Module 2

Overview of Dynamic Fields; Setting up Simulations; Particle Instancing; Rendering Particles with Maya Hardware; Software and Hardware Render Buffer; Fire Effects; Smoke Effects; Lightning; Fireworks; Explosive Effects; Attaching Particles to Curves; Creating Soft Body Effects; Colliding Particles with Surfaces; Rigid Body Simulations with Weighted Objects; Particles Interaction with Rigid Bodies

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)

End Term Examination (Total: 70 marks)

Part-A: Theory: 50 marks

Part-B: Practical: 20 marks

Text and References:

Text

The Art of Maya: An Introduction to 3D Computer Graphics by Autodesk Maya Press

References

Maya Professional Tip and Techniques; Lee Lanier; John Wiley and Sons

STOP MOTION

Course Code: ANI2404

Credit Unit: 03

Course Objective:

This course will help students enhance outcomes beyond just creative and artistic expression. This is an introductory course in stop-motion animation, a medium that requires a wide array of technical skills. We consider such techniques as sculpting, two part molds, foam rubber casting, armature configuration, set design, and lighting for small spaces. Through motion and movement tests, students explore the way in which three-dimensional objects move through space.

Course Content:

Module1: Stop-motion basic technique, Mix equal parts digital camera, computer, and imagination. Introduction to many ways to go about shooting, editing and finalizing a stop-motion short film;.

Module 2

Sculpting heads demo; make head armatures; Making molds demo molding and casting heads, casting multiples; Discuss body material, clothes; Begin Animation Introductory Project - Mr. Blob - students learn the SAM Animation software while creating a simple movie of a blob moving - come up with a funny dance or have Mr. Blob perform a trick.

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)

End Term Examination (Total: 70 marks)

Part-A: Theory: 50 marks

Part-B: Practical: 20 marks

Text and References:

Text

The Digital Filmmaking Handbook (by Sonja Schenk and Ben Long)

References

Apple Pro Training Series: Final Cut Pro X (by Diana Weynand)

PROJECT

Course Code: ANI2432

Credit Unit: 03

GUIDELINES FOR MINI PROJECT/LIVE PROJECT

It must be based on either Industry or Creating Computer Graphics. After selecting this option a Faculty Guide will be allocated to the student by HOI and concern student will have to work with allocated faculty guide for proper guidance to complete this project. Student can choose topic as per his/her area of interest & as per the suggestion given by Faculty guide.

EVALUATION PATTERN

Project Report: 70 Marks

In this report student will have give details of his/her Topic with proper Introduction, Industry overview along with proper details of his/her area. For example if he/she is working on 2D animation or clip art so they must give details on these. Following points should be covered in it:

1. **The project itself on the computer**
2. **Report comprising of:**
 1. Title page
 2. Concept note/ Ideation
 3. Storyboard
 4. Objectives
 5. Methodology
 6. Learning Outcome
 7. Conclusion

Presentation & Viva: 30 Marks

Students will have to make a Presentation (based on their Project Report) and it will be followed by a Viva Voice in front of a Panel of two or three faculty members.

EVALUATION

Report	Viva	Total
70	30	100

WORKSHOP

Course Code: ANI2433

Credit Units: 01

OBJECTIVES

A workshop is primarily an activity based academic event that is organized to provide the students a one to one and hands on experience on any aspect of their learning. The communication in a workshop has to be necessarily two way. The trainer has to make sure that the aspect covered are practically practiced by the participants. The student will choose the option of workshop from amongst their concentration electives. The evaluation will be done by Board of examiners comprising of the faculties.

MAJOR THEMES FOR WORKSHOP

The workshop may be conducted on any of the following major themes:

1. Acting for animation
2. Lighting
3. Photography
4. Digital Painting
5. Matt Painting
6. Clay Animation
7. Composting
8. Painting / Oil / Water

These themes are merely indicative and the trainer may choose any recent and relevant topic of study.

GUIDELINES FOR WORKSHOP

The procedure for earning credits from workshop consists of the following steps:

- a) Relevant study material and references will be provided by the trainer in advance.
- b) The participants are expected to explore the topic in advance and take active part in the discussions held
- c) Attending and Participating in all activities of the workshop
- d) Group Activities have to be undertaken by students as guided by the trainer.
- e) Evaluation of workshop activities would be done through test and quiz at the end of the workshop.
- f) Submitting a *write up and showing the final output* which focuses on the learning outcome from the workshop.

METHODOLOGY

The methodology followed at the workshop could be based on any one or more of the following methods:

1. Case Study
2. Simulation
3. Group Activity

EVALUATION

Attendance	Active Participation	Multiple Choice Questions/ Quiz	Assignment/ Write up & final output	Total
5	30	30	35	100

Syllabus - Fifth Semester

DIGITAL EDITING

Course Code: ANI2551

Credits Units:03

Course Objective:

This course aims to guide student through the various stages of digital editing and post-production phase of documentary production. Students will actively participate in the editing of their own material.

Course Content

Module1

Basics of editing, Pal Video for windows, Pal quick time multimedia QuickTime, Using Project Window, Video Settings, Audio Settings, Compressor, Depth, Frame Size, Frame Rate, Importing still images, Using the monitor window, Viewing safe zones, use of editing and full knowledge about video editing.

Module 2

Creating transitions, Transition Settings, Image Mask Transition, Applying transitions, viewing transitions.

Module 3

Making movie, finalizing sound and effects, rendering, making video CD

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)

End Term Examination (Total: 70 marks)

Part-A: Theory: 50 marks

Part-B: Practical: 20 marks

Text and References:

Text

Editing Digital Video; The complete creative and Technical guide; Robert M Goodman

References

The Technique of Film and Video Editing: History, Theory, and Practice (Ken Dancyger),

DIGITAL COMPOSITING

Course Code: ANI2501

Credits Units:03

Course Objective:

The objective is to teach students about different concepts involved in digital compositing, which will help them to apply these entire concepts practically.

Course Content:

Module1

Basic Image Manipulation and Compositing: Terminology, Color Manipulations, Spatial filters, geometric transformations, Expression Language, Filtering Algorithms, motion blur, Multi source Operators, Matte Image, The Integrated Matte Channel, Masks, Compositing With Pre multiplied Images, Morphing, Matte creation and manipulation: Rotoscoping, Procedural matte extraction, matte manipulations, Time and Temporal Manipulations: Apparent Motion, Temporal Resolution, Temporal Artifacts, Changing the Length or Timing of a Sequence, Key Framing.

Module 2

Image Tracking and Stabilization: Tracking an Element into a Plate, Choosing the Feature to Track, Limiting the Search Area, Human Intervention, Using Tracking Curves Manually, Tracking Multiple Points, Stabilizing a Plate, Camera tracking, Interface Interactions: Workflow, the evolution of Interactivity, Methods of representing the compositing process, Timelines, Curve Editors, Working With Proxy Images, Image Viewing and Analysis Tools

Module 3

Film Formats: Aspect Ratio: Non square Pixels, Deciding on a Resolution for an Aspect Ratio, Format Conversion Pipeline, Format Conversion Example, Film Formats: 35mm Formats ,16mm Formats, Specialized Film Formats, Video Formats: Fields, Color Resolution, Gamma, Common video formats, Other Formats, Working with non square pixels, converting and combining formats

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)

End Term Examination (Total: 70 marks)

Part-A: Theory: 50 marks

Part-B: Practical: 20 marks

Text and References:

Text

Digital Compositing for Film and Video (by Steve Wright),

References

Nuke 101: Professional Compositing and Visual Effects (by Ron Ganbar)

SOUND EDITING

Course Code: ANI2502

Credits Units:03

Course Objective:

This will teach students the aesthetics of sound and its use in graphics and animation.

Course Content:

Module1

Sound, Digital sound files, different sound formats, midi & digital audio, creating digital audio files, sound producing, sound extracting, Advantages and disadvantages of midi & digital, choosing between midi and digital audio.

Sound for the World Wide Web, adding the sound to your multimedia project, production tips, audio recording, keeping track of your sound, testing and evaluation.

Module 2

Sound recording, editing digital recording, trimming, splicing and assembly, volume adjustments, format conversion, re sampling or downloading, fade-ins and fade –outs, equalization, time stretching, digital signal processing, reverting sound, making midi audio, audio file formats.

Module 3

Adding effect automation enveloping, adding a volume envelop, adding a panning envelop, previewing effect automation, applying effect automation, adjusting envelope, adding envelop points, flipping a envelop points, setting fade properties, cutting, copying, pasting, envelope points, adding mirror and wave hammer, pan to left , pan to right, dry out, wet out, convert mono to stereo, looping.

Burning the audio CD, mp3, making the remix sound track with using all the special FX from the software. Exporting the files in diff formats, save in wav, mp3 etc.

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)

End Term Examination (Total: 70 marks)

Part-A: Theory: 50 marks

Part-B: Practical: 20 marks

Text and References:

Text

Apple Pro Training Series: Sound Editing in Final Cut Studio by Jeff Sobel

References

The Book of Audacity: Record, Edit, Mix, and Master with the Free Audio Editor by Carla Schroder

SUMMER PROJECT EVALUATION-II

Course Code: ANI2535

Credit Units: 06

GUIDELINES FOR INTERNSHIP FILE

There are certain phases of every Intern's professional development that cannot be effectively taught in the academic environment. These facets can only be learned through direct, on-the-job experience working with successful professionals and experts in the field. The internship program can best be described as an attempt to institutionalise efforts to bridge the gap between the professional world and the academic institutions. Entire effort in internship is in terms of extending the program of education and evaluation beyond the classroom of a university or institution. The educational process in the internship course seeks out and focuses attention on many latent attributes, which do not surface in the normal class room situations. These attributes are intellectual ability, professional judgment and decision making ability, inter-disciplinary approach, skills for data handling, ability in written and oral presentation, sense of responsibility etc.

In order to achieve these objectives, each student will maintain a file (**Internship File and Animation /Graphic Folder**). The Internship File aims to encourage students to keep a personal record of their learning and achievement throughout the Programme. It can be used as the basis for lifelong learning and for job applications. Items can be drawn from activities completed in the course modules and from the workplace to demonstrate learning and personal development.

The File will assess the student's analytical skills and ability to present supportive evidence, whilst demonstrating understanding of their organization, its needs and their own personal contribution to the organization.

The **layout guidelines** for the Internship File:

- b. A4 size Paper
- c. font: Arial (10 points) or Times New Roman (12 points)
- d. line spacing: 1.5
- e. top and bottom margins: 1 inch/ 2.5 cm; left and right margins: 1.25 inches/ 3 cm

The File will include **five sections** in the order described below. The content and comprehensiveness of the main body and appendices of the report should include the following:

1. **The Title Page**--Title - An Internship Experience Report For (Your Name), name of internship organization, name of the Supervisor/Guide and his/her designation, date started and completed, and number of credits for which the report is submitted.
2. **Table of Content**--an outline of the contents by topics and subtopics with the page number and location of each section.
3. **Introduction**--short, but should include how and why you obtained the internship experience position and the relationship it has to your professional and career goals.
4. **Main Body**--should include but not be limited to daily tasks performed. Major projects contributed to, dates, hours on task, observations and feelings, meetings attended and their purposes, listing of tools and materials, and photographs if possible of projects/assignments.
5. **Appendices**--include pamphlets, forms, charts, advertisements, news stories with bylines or otherwise, brochures, technical and descriptive literature, graphs and other information related to your Internship experience.

The **Main Body** will have **three sections** and will include the following items which will be evaluated for the final assessment:-

- a. An **analysis of the company/organization** in which the student is working
- b. A **personal review** of the student's technical skills and how they have been developed through the programme.
- c. The **report** that the student has prepared on the assignments/project assigned to him by the organization.

Examination Scheme:

Report by Student (Internship File)

- | | |
|---|----|
| 1. Organization & Presentation/Language and clarity /substance
of Contents covered and Comprehensiveness | 20 |
| 2. Animation/Graphics Folder | 30 |

Industry Feedback	20
--------------------------	-----------

Presentation & Viva (At the end)	30
---	-----------

Total	100
--------------	------------

ANIMATION POSTPRODUCTION

Course Code: ANI2503

Credit Units:03

Course Objective:

Postproduction is the business of wrapping up production. This course represents the third phase of the senior project and the final phase of animation career preparation.

Course Content:

Module1

Students focus on the postproduction of their senior short including final edit and rendering, updating reel and self-promotional support items, and researching self-promotional opportunities such as competitions and festivals.

Module 2

Adding all raw shorted shorts and clips all together, and add few finishing touch, even a small technique make an good effect, using some nice software for video editing, making fade in – outs, mixing the sound to video file , using diff angles of shorts for different emotions , happy or sorrow, trimming the video clips as per the audio or story, giving some seconds of blank space at the end of the video, make in concentration that text should not cover the video, lights, Illuminator, silver/ gold reflector, shotgun microphone, wireless microphone. Always use 5 second pre roll and post roll of blank space

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)

End Term Examination (Total: 70 marks)

Part-A: Theory: 50 marks

Part-B: Practical: 20 marks

Text and References:

Text

Computer Animation, Third Edition: Algorithms and Techniques by Rick Parent

References

Inspired 3D Short Film Production by Jeremy Cantor and Pepe Valencia

VIDEO: INTRODUCTION & ADVANCED

Course Code: ANI2504

Credits Units:03

Course Objective:

This course will give students an advance knowledge of video cameras and video formats. Also about what are compressions and codecs.

Course Content:

Module1

Sony PD 150 Cameras, miller Fluid-Head Tripods, DV Stead cam, handy cams, web cams, Beta cams, setting the temp grid on the floor, perspective view of cameras, panning the camera movements, zoom in the camera, dolly camera, and camera using the crane shots, camera shocking for making earthquake effect. Attaching camera on the tripod for the removal of shaking in the clips, giving the proper lightning effect, setting the lights and proper reflection, correct expose, Framing, Focus, Hand held shorts, Slow berating wile video shooting, shoulder pan, hip pan.

Module 2

Making the story board, just using the actions, emotions and happy moment's scene to making the story, can make a comedy video, short film etc to practice on it; can take the reference from some short film, comedy shows. Different uses of digital videos, making add films, documentaries, even feature films.

Examination Scheme:

Components	A	CT	A	EE
Weightage (%)	10	15	5	70

(A: Assignment; CT: Class Test; A: Attendance; EE: End Term Examination)
End Term Examination (Total: 70 marks)

Part-A: Theory: 50 marks

Part-B: Practical: 20 marks

Text and References:

Text

Editing Digital Video; The complete creative and Technical guide; Robert M Goodman

References

The Technique of Film and Video Editing: History, Theory, and Practice (Ken Dancyger),

PROJECT

Course Code: ANI2532

Credit Units: 03

GUIDELINES FOR MINI PROJECT/LIVE PROJECT

It must be based on either Industry or Creating Computer Graphics. After selecting this option a Faculty Guide will be allocated to the student by HOI and concern student will have to work with allocated faculty guide for proper guidance to complete this project. Student can choose topic as per his/her area of interest & as per the suggestion given by Faculty guide.

EVALUATION PATTERN

Project Report: 70 Marks

In this report student will have give details of his/her Topic with proper Introduction, Industry overview along with proper details of his/her area. For example if he/she is working on 2D animation or clip art so they must give details on these. Following points should be covered in it:

1. The project itself on the computer

2. Report comprising of:

1. Title page
2. Concept note/ Ideation
3. Storyboard
4. Objectives
5. Methodology
6. Learning Outcome
7. Conclusion

Presentation & Viva: 30 Marks

Students will have to make a Presentation (based on their Project Report) and it will be followed by a Viva Voice in front of a Panel of two or three faculty members.

EVALUATION

Report	Viva	Total
70	30	100

WORKSHOP

Course Code: ANI2533

Credit Units: 01

OBJECTIVES

A workshop is primarily an activity based academic event that is organized to provide the students a one to one and hands on experience on any aspect of their learning. The communication in a workshop has to be necessarily two way. The trainer has to make sure that the aspect covered are practically practiced by the participants. The student will choose the option of workshop from amongst their concentration electives. The evaluation will be done by Board of examiners comprising of the faculties.

MAJOR THEMES FOR WORKSHOP

The workshop may be conducted on any of the following major themes:

- Acting for animation
- Lighting
- Photography
- Digital Painting
- Matt Painting
- Clay Animation
- Composting
- Painting / Oil / Water

These themes are merely indicative and the trainer may choose any recent and relevant topic of study.

GUIDELINES FOR WORKSHOP

The procedure for earning credits from workshop consists of the following steps:

- Relevant study material and references will be provided by the trainer in advance.
- The participants are expected to explore the topic in advance and take active part in the discussions held
- Attending and Participating in all activities of the workshop
- Group Activities have to be undertaken by students as guided by the trainer.
- Evaluation of workshop activities would be done through test and quiz at the end of the workshop.
- Submitting a *write up and showing the final output* which focuses on the learning outcome from the workshop.

METHODOLOGY

The methodology followed at the workshop could be based on any one or more of the following methods:

- Case Study
- Simulation
- Group Activity

EVALUATION

Attendance	Active Participation	Multiple Choice Questions/ Quiz	Assignment/ Write up & final output	Total
5	30	30	35	100

Syllabus - Sixth Semester

PROFESSIONAL PROJECT

Course Code: ANI2601

Credit Units: 09

Course Objective: To give an in-depth exposure to the area of specialization, in order to make the students “industry ready” immediately after the programme.

Professional Project (Specialisation on any one)

- Creating Animation (2D animation)
- 3D Animation
- Compositing
- Lighting and Rendering

2D Animation

Course Objective: It introduces students to various production techniques of 2D animation

3D Animation

Course Objective :

This course is the first level of 3D animation and focuses on introducing 3D software and practicing each students existing motion skills

Compositing

Course Objective:

The objective is to teach students about different concepts involved in digital compositing, which will help them to apply these entire concepts practically.

Lighting and Rendering

Course Objective:

The above specialization will be conducted by guides and mentors responsible for a group of students and will include industry training, research and dissertation/project.

Examination Scheme:

a) Total marks for professional project -	100 marks
Break-up of marks	
Timely Submission	5 marks
Content Clarity	25 marks
Comprehensiveness	20 marks
Originality	5 marks
b) Project Presentation	45 marks

INTERNSHIP / DISSERTATION

Course Code: ANI2637

Credit Units: 09

Course Objective: There are certain phases of every Intern's professional development that cannot be effectively taught in the academic environment. These facets can only be learned through direct, on-the-job experience working with successful professionals and experts in the field. The internship program can best be described as an attempt to institutionalise efforts to bridge the gap between the professional world and the academic institutions. Entire effort in internship is in terms of extending the program of education and evaluation beyond the classroom of a university or institution. The educational process in the internship course seeks out and focuses attention on many latent attributes, which do not surface in the normal class room situations. These attributes are intellectual ability, professional judgment and decision making ability, inter-disciplinary approach, skills for data handling, ability in written and oral presentation, sense of responsibility etc.

Examination Scheme:

Report by Student (Internship File)

- | | | |
|-----|---|----|
| I. | Organization & Presentation/Language and clarity /substance of Contents covered and Comprehensiveness including showcasing the work done | 20 |
| II. | Report comprising of | 30 |
| | <ul style="list-style-type: none">• Title page• Concept note/Ideation• Story Board• Objectives• Methodology• Learning Outcome• Conclusion | |

Industry Feedback 20

Presentation & Viva (At the end) 30

Total 100