

# ANIMATION

## Programme Structure

Course Code	Course Title	Lectures (L) Hours per week	Tutorial (T) Hours per week	Practical (P) Hours per week	Total Credits
ANI2151	Basics of Sketching & Drawing	3	-	-	3
ANI2251	Basics of HTML	3	-	-	3
ANI2351	Introduction to 3D	3	-	-	3
ANI2451	Maya Fundamentals	3	-	-	3
ANI2551	Digital Editing	3	-	-	3
ANI2651	Stop Motion	3	-	-	3
	<b>TOTAL</b>				<b>18</b>

# ANIMATION

## Syllabus - Semester First

### BASIS OF SKETCHING & DRAWING

**Course Code: ANI2151**

**Credit Units: 03**

**Course Objective:**

This course will cover the fundamentals of drawing with a focus on shapes. It will address line, tone, volume, space, scale, proportion and artistic expression. An emphasis on “process” will direct the momentum of this course

**Course Content**

**Module-I**

Introduction to pose to pose sketching (Action analysis). Rapid sketching from live models, Introduction to Acting, Modeling, Sketching from Acting, Sketching from live models, Introduction to Rapid Sketching Techniques, Sketching from Memory, live action. Basics of Acting - Style breaking, Movements.

**Module-II**

Shading in different angles of pencil strokes, formatting in different textures with pencil, shading, simple objects in drawing, simple shapes of geometrical shapes, roadsides, rivers, perspective in lines in landscapes, different head shapes, characters, human anatomy

**Examination Scheme:**

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

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

**Text and References:**

**Text**

- Drawing: The head and Figure; Jack Hamm; Penguin Publishers

**Reference**

- Pencil Sketching: Thomas C Wang; John Wiley and Sons

# Syllabus - Semester Second

## 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-I:

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-II:

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-III:

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

### Text and References:

#### Text

- The complete Reference: Thomas Powell; Osborne/McGraw Hill

#### Reference

- Head First Web Design by Ethan Watrall and Jeff Siarto

# Syllabus - Semester Third

## 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-I**

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-II**

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)

**Text and References:**

*Text*

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

*References*

- Introduction to 3D; James McBennet

# Syllabus - Semester Fourth

## 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-I**

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-II**

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:**

<b>Components</b>	<b>A</b>	<b>CT</b>	<b>A</b>	<b>EE</b>
<b>Weightage (%)</b>	10	15	5	70

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

### **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

# Syllabus - Semester Fifth

## 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

#### Module-I

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-II

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

#### Module-III

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)

### 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),

# Syllabus - Semester Sixth

## STOP MOTION

**Course Code: ANI2651**

**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:**

**Module-I**

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-II**

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	
				Theory	Prac
Weightage (%)	10	15	5	50	20

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

**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)