MCE Society's

Abeda Inamdar Senior College of Arts Science and Commerce

Animation Department

PG Diploma Course in 2D Animation

M. C. E. Society's

Abeda Inamdar Senior College

Of Arts, Science and Commerce, Camp, Pune-1

(Autonomous) Affiliated to Savitribai Phule Pune University

NAAC accredited 'A' Grade

PG Diploma in 2D Animation

2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	Script writing and storyboarding for Animation
Course Code	**21AUPD2D101**
Semester	1
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	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.
3.	how to draw depth and space in your panels.

Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
1.	Learn the ways of drawing boards for animation
2.	Animation principles and design and Learn storyboard design for multimedia and animation

Syllabus:

Unit No.	Title with Contents	No. of Lectures
Unit I.	**Script Writing**	**10**
	1. Developing Idea / Concept - Story	2
	2. Basic Elements of a Story, Structure of A Story	2
	3. Concept of Acts –Theme – Subplots – Tone – Genre	2
	4. Writing for Different Types and Groups Of Audience	2
	5. Animation Script Vs. Live Action Movie Script	2
Unit II.	**Storyboard**	**10**
	1. Storyboard	4
	2. Importance Of Storyboard & Advantage	2
	3. Different Types of Storyboards	2
	4. Storyboard Formats	2
Unit III.	**Elements of Storyboarding**	**10**
	1. Design, Color, Light and Shadow	2
	2. Application Of Staging	2

	3. Composition Rules	2
	4. Concept Of Panels and Its Usages	2
	5. Storyboarding Movements	2
Unit IV.	**Illustrating camera Techniques In a Storyboard**	**15**
	1. Visual Continuity	3
	2. Transitions	3
	3. Digital Storyboarding	6
	4. Camera movement	3
Unit V.	**Creation of Animatic**	**15**
	1. Scanning Storyboard Panels and Synchronizing It with The Soundtrack	5
	2. Understanding timeline	5
	3. Sequence of shots	2
	4. Understanding transition	3

References:

1. Don bluth Don Bluth's Art of StoryboardDark Horse Comics, 2004
2. Christopher Hart - Watson-Guptill How to Draw Animation - Learn the Art of Animation from Character Design to Storyboards and LayoutsNew ed. edition
3. John HartThe Art of the Storyboard - Storyboarding for Film, TV, and Animation   Focal Press; 1st edition

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PG Diploma in 2D Animation

2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	Basic Drawing, I
Course Code	**21AUPD2D102**
Semester	1
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	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.

Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
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

Syllabus

Unit No.	Title with Contents	No. of Lectures
Unit I.	**A brief History of Art and Drawing**	**10**
	1. A Brief History of Art and Drawing	2
	2. Cavemen	2
	3. Classical Art	2
	4. Renaissance	2
	5. Modern Art	2
Unit II.	**Introduction of Different Drawing materials and Tools**	**5**
	1. Dry Media – (Pencils, Charcoals, Chalks, Crayons – Pastels, Erasers, Smudging Tools) –	1
	2. Wet Media – (Dip Pens, Disposable and Cartridge Pens) –	1
	3. Markers – Brushes – Inks (Water Based, Alcohol Based, Indian/Chinese Ink)	2
	4. Paints (Water Based, Acrylic, Oil)	1
Unit III.	**Drawing Surfaces**	**15**
	1. Drawing Surfaces – (Papers – Newsprint – Vellum - Bristol Board - Rag/Cotton Paper	5
	2. Watercolor Paper - Charcoal Paper - Colored Paper - Rice Paper – How To Handle These Papers)	5
	3. Drawing Surfaces – (Scratchboards) –	2

	4. Tools For Erasing And Sharpening – Palettes – Knives- Easels .	3
Unit IV.	**Basic Drawing**	**15**
	1. Drawing Lines, Circles, Ovals, Scribbles, Patterns Etc.	5
	2. Drawing From Observation, Doodling	5
	3. Drawing Straight Lines –Free Hand Drawing – Holding the Pencil	3
	4. Drawing With Grids	2
Unit V.	**Basic Element and Principle of Composition**	**15**
	1. Basic Elements and Principles In Picture Composition	5
	2. Basic Geometric Shapes and Forms	5
	3. Compositional Techniques - Rule of Thirds - Rule of Odds - Rule Of Space – Simplification.	5

References:

1. Claire Watson Garcia   Drawing For The Absolute And Utter Beginner,Watson-Guptill Publications
2. Mark A. Thomas, Poppy Evans Exploring The Elements Of Design.CENGAGE Learning Custom Publishing; 3rd edition

PG Diploma in 2D Animation

2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	Animation process and visual Form
Course Code	**21AUPD2D103**
Semester	1
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	Objectives
1.	To introduce the filmmaking process
2.	To develop the ability to Understand the characteristics of films
3.	To understand structured approach towards storytelling.
4.	To develop and understand three act structures.

Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
1.	Explore various films all around the world and storytelling
2.	Understand the film making process and its working pipeline

Syllabus:

Unit No.	Title with Contents	No. of Lectures
Unit I.	**Animation Process**	**3**
	1. Covers the entire process from script to screen in process for an animation film (short or feature)	1
	2. Overview of the Process	
	3. Preproduction, Production, Postproduction	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.	1
Unit II.	**Pre-production**	**6**
	1. Story to Script	1
	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?	1
	3. Plot & Character: Action Plots & Mind Plots. Analysis of different types of plots	1
	4. Archetypes v/s Stereotypes - understanding of	1

	archetypes and a brief introduction to the mono myth (hero's journey).	
	5. Why Animation? (instead of live action)	2
Unit III.	**Production**	**10**
	1. Animation	1
	2. Acting - Animation is not about moving images but moving people	1
	3. Traditional 2D anim	1
	4. Linetests - Keyframes & Timing (breakdowns & in-betweens) also brief introduction to thumbnailing (for quick exploration of alternative methods of animating a scene)	2
	5. Study comparisons between different rhythms of animation	1
	6. Executing straight ahead and inbetweener planned animation, limited animation full animation.	2
	7. Drawing key frames, breakdowns, in-betweens, animation cycles	1
	8. Cleanups	1
Unit IV.	**Post Production**	**10**
	1. Voice, Music & Effects	1
	2. Understanding the dynamics of sound design and use of sound as a key component of animation	1
	3. Designing a soundtrack for animation including music, dialogue, voice overs, lip synch and FX	1
	4. Recording and mixing multiple tracks	1
	5. Post processing sound	1
		1

	6. Compositing & Editing	1
	7. Work in Progress. Development of a film from Animatic to Edit with different scenes at different stages.	1
	8. Coming together of the various elements of the scene.	1
	9. Final Mixing of Sound & Final Edit	1
	10. Understanding the dynamics of camera moves and magnifications	1
Unit V.	**Visual form**	**15**
	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	5

References:

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. Will Eisner Graphic Storytelling Poorhouse Press, 1996
4. Scott McCloud Understanding Comics Perennial Currents, 1994

Certificate Course in 2D Animation

2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	Practical Course on Digital Image editing
Course Code	**21AUPD2D104**
Semester	1
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	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

Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
1.	Understand use of Photoshop
2.	Understand Interface of Adobe Photoshop

Sr. No.	
3.	Access File options in Adobe Photoshop
4.	Understand Selection tools in Adobe Photoshop
5	Use Manipulation using selection tools in Adobe Photoshop

Guidelines:

Sr. No.	Objectives
1.	**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.
2.	**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.
4.	**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. .
5.	**Operating Environment:** For Digital Image editing Operating system: Windows 10 Software: Adobe Photoshop

Syllabus:

Unit No.	Title with Contents	No. of Lectures
	Suggested List of Assignments:	**90**
	1. Assignment 1 -Greeting Card	9
	2. Assignment 2 - Basic photo Correction	9
	3. Assignment 3 - Working with selection	9
	4. Assignment 4 - Quick Fixes	9
	5. Assignment 5 - Mask And channels	9
	6. Assignment 6 - Typographic Design	9
	7. Assignment 7 -Vector Design	9
	8. Assignment 8 – Advanced Compositing	9 9
	9. Assignment 9 – working with brush and mix brush tool	9 9
	10. Assignment 10 - Creating layout	9

References:

Books: Laboratory handbook

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Certificate Course in 2D Animation

2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	Practical Course on Digital 2D Animation
Course Code	**21AUPD2D105**
Semester	1
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	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.

Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
1.	Understanding drawing tools and create graphics
2.	Learn 2D digital animation

Sr. No.	
3.	learn and create Motion Graphic
4.	Create vector Graphic animation
5	Learn new tools

Guidelines:

Sr. No.	Objectives
1.	**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.
2.	**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.
4.	**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..
5.	**Operating Environment:** For Digital 2d Animation Operating system: Windows 10 Software: Adobe Flash / Animate

Syllabus:

Unit No.	Title with Contents	No. of Lectures
	Suggested List of Assignments:	**90**
	1. Assignment 1 - Animate Simple shapes using Adobe flash	6
	2. Assignment 2 - Practical based on motion tween	6
	3. Assignment 3 - Bouncing ball	6
	4. Assignment 4 - Create mask Effect to the text	6
	5. Assignment 5- Shape to the text by using skew break apart	6
	6. Assignment 6- Deco tool to paint with symbol	6
	7. Assignment 7- Spray Brush tool	6
	8. Assignment 8- Animate along path	6
	9. Assignment 9-Earth Rotation effect by mask	6
	10. Assignment 10- Motion presets and Modify Gradients	6
	11. Assignment 11-Motion tween on text	6
	12. Assignment 12-animation by using motion preset	6

		13. Assignment 13-Walking effect by frame	6
		14. Assignment 14- create a button	6
		15. Assignment 15-Create 3d rotation and transform,Create animation using onion tool	6

References:

Books: Laboratory handbook

Certificate Course in 2D Animation

2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	Practical Course on Audio Video editing
Course Code	**21AUPD2D106**
Semester	1
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	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.

Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
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.

Guidelines:

Sr. No.	Objectives
1.	**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.
2.	**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.
4.	**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.
5.	**Operating Environment:** For Audio Video editing Operating system: Windows 10 Software: Adobe Premiere

Syllabus:

Unit No.	Title with Contents	No. of Lectures
	Suggested List of Assignments:	
	1. Assignment 1 - Create a Presentation on Editing Software	6
	2. Assignment 2. Create a Presentation on Premiere Tools and Panel	6
	3. Assignment 3. Premiere Pro Interface and Basic Editing Lineup	6
	4. Assignment 4. Add video transition and effects on the previous lineup.	6
	5. Assignment 5. Add Audio in the timeline and match with the video	6
	6. Assignment 6. Create Titles and compose with your final sequence. Also, make a video render in H.264	6
	7. Assignment 7. Create a presentable Video Matching Sound with Good Transitions and Effects	6
	8. Assignment 8. Using Ultra Keyer in Premiere Pro create a basic Compositing	6
	9. Assignment 9. Duplicate a Person using Chroma Screen and Crop tool	6
	10. Assignment 10. Create a color effects maintaining red color	6
	11. Assignment 11. Create a Stop Motion video using image sequence	6

	12. Assignment 12. Make a Creative Titles and apply lens flare effects on it and make presentable Motion Graphics	6	
		6	
	13. Assignment 13. Create Intro sequence using text and animate titles with effects		
	14. Assignment 14. Create a text for any interviewer with good animation effect5. Stylize your video using Track Matte Effects and Crop Effects	6	
		6	
	15. Assignment 15. Create a Slow motion fast-motion video using time remapping and also use the stretch tool.	6	
		6	

References:

Books: Laboratory handbook

PG Diploma in 2D Animation

2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	Introduction to Photography
Course Code	**21AUPD2D201**
Semester	2
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	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.

Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
1.	Development of Skill and Technique
2.	Communication of Ideas and Context

Syllabus:

Unit No.	Title with Contents	No. of Lectures
Unit I.	**Invention of Photography**	**10**
	1. Invention Of Photography	2
	2. Camera ,Choosing A Camera, Lenses: Type Of Lenses	2
	3. Focusing ,Focal Length, Aperture , Depth Of Field , Shutter Speeds	2
	4. DSLR Camera, Image Sensor	2
	5. ISO, Aspect Ratio,	1
	6. Full Frame, APS Sensors.	1
Unit II.	**Image Composition**	**10**
	1. Image Composition: Rules For Composition	3
	2. subject Placement, Balance, Line Of Force, Vantage Point, Depth Etc.	3
	3. Working With Tripod And Other Supporting Accessories	4
Unit III.	**Light**	**15**
	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 LightHard 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.	3

Unit IV.	**Introduction to object Photography**	**15**
	1. Introduction To Object Photography	3
	2. Storytelling in photograph	3
	3. Importance of object placement (Composition)	3
	4. Understanding lighting on object	3
	5. Summary	3
Unit V.	**Photographic project**	**15**
	1. Photographic Projects	4
	2. Product Photography	4
	3. Advertisement Photography	4
	4. Photography For Stop Motion Animation.	3

References:

1. Focal group,Focal Encyclopaedia of Photography,Focal Press Team
2. Bruce Block,3D Storytelling: How Stereoscopic 3D Works and How to Use It,Focal Press team

PG Diploma in 2D Animation

2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	Principle of Animation
Course Code	**21AUPD2D202**
Semester	2
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	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 theBasic TechniquesOf Motion Pictures also.

Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
1.	Without using these animation basics, they will not get desired results.
2.	Knowledge about using animation principles.

Syllabus:

Unit No.	Title with Contents	No. of Lectures
Unit I.	**Types of animation**	**10**
	1. Animation- Definition- Short History Of Animation - Persistence Of Vision	3
	2. Early Animation Devices – Techniques Of Animation – Different Types Of Animation –	3
	3. Workflows Of Different Types Of AnimationPreproduction, Production And Post-Production Stages	2
	4. Types Of Animation - Experimental Animations.	2
Unit II.	**Animation Equipment**	**10**
	1. Animation Equipment – Peg Holes And Peg Bars – Cels - Light Box	3
	2. Line/Pencil Tests - Field Charts - Rostrum Camera	3
	3. The Exposure Sheet (X Sheet)	2
	4. Concepts Of :- Soundtrack , Track Breakdown, Key Frames, In-Betweens, Clean-Up etc.	2
Unit III.	**Principle of Animation Part 1**	**15**
	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	3
Unit IV.	**Principle of Animation Part II**	**15**
	1. Follow Through And Overlapping Action	1

	2. Slow Out And Slow In	2
	3. Arcs	2
	4. Secondary Action	2
	5. Timing	2
	6. Exaggeration	2
	7. Solid Drawing	2
	8. Appeal.	2
Unit V.	**Camera techniques**	**10**
	1. Camera Techniques – Types Of Shots - Basic Shots And Their Intermediary Shots	3
	2. Camera Angles - Camera Movements - Dramatic Effects	3
	3. Visual Continuity - Picture Composition	2
	4. Compositional Techniques - Rule Of Thirds - Rule Of Odds - Rule Of Space – Simplification.	2

References:

1. Frank Thomas and Ollie Johnston, The illusion of Life, Disney Animation
2. Tony White,Animation From Pencils To Pixels,Taylor And Francis 2006
3. Richard williams,The Animator's Survival Kit,Faber and faber 2001

PG Diploma in 2D Animation

2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	Basic Drawing II
Course Code	**21AUPD2D203**
Semester	2
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	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.

Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
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.	Best practice & habit forming for a life in art and design
5.	To focus the channel and utilize creative energies optimally in order to achieve course objectives and get ready for a career in art.

Syllabus:

Unit No.	Title with Contents	No. of Lectures
Unit I.	**Human Figure Drawing**	**10**
	1. Memory And Imagination Drawing - Life Drawing – Use Of Basic Shapes And Forms	2
	2. Sketching Poses - Rapid Sketching From Live Models - Attitude - Gestures - Line Drawing - Quick Sketches - Thumbnails - Stick Figures - Line Of Action – Balance – Rhythm –	2
	3. Positive And Negative Spaces	2
	4. Silhouettes	2
	5. Caricaturing Fundamentals - Exaggeration	2
Unit II.	**Advance Perspective**	**10**
	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
		2

	5. Foreshortening		
Unit III.	**Lighting and shading**	**10**	
	1. Tones - Lighting And Shading	3	
	2. Basic 3-Dimensional Light Set Up	3	
	3. Several Types Of Shadows – Cast Shadow ContactShadow – Contour Shadow	2	
	4. Reflected Light – Overhang Shadow – Highlight – Core Shadow.	2	
Unit IV.	**Visualization character designing**	**15**	
	1. Visualization - Character Designing - Features Of A Character – Types/Kinds Of Characters	3	
	2. Designing Props And Assets Of Character	3	
	3. Creating Turnarounds / Character Model Sheets – Blueprints	3	
	4. Character Size Comparison Charts	3	
	5. Character Attitude Poses	3	
Unit V.	**BG Designing**	**15**	
	1. Layout – Tools For A Layout Artist – Scale In Layout	3	
	2. Perspective Drawing In Layout – Lighting And Shading In Layout – Field Sizes – Planning Pan, Tilt, Rotation, Multiple Pans Etc.	3	
	3. Framing And Composing A Layout – Staging – Match Lines – Field Size Graticule - Field Size Set Up – Cut Off Guides	3	
	4. Concept Of Layers - Background, Mid Ground, Foreground Elements	3	

	5. Character Interaction With The Scene And The Backgrounds	3

References:

1. Ernest R Norling, Perspective Made Easy, New York Macmillan 1939
2. Joseph D'Amelio, Perspective Drawing Handbook, Dover Publications
3. Ed Ghertner, Layout And Composition For Animation, Routledge edition
4. Mike S Flower, Animation Background Layout, Imprint 2002
5. Paul Wells, Drawing For Animation, Bloomsbury publishing 2008

Certificate Course in 2D Animation

2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	BG Design
Course Code	**21AUPD2D104**
Semester	2
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	Objectives
1.	Strong emphasis is placed on the special training for drawing and painting of Cel Animation backgrounds.
2.	Understanding use in BG in production

Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
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

Guidelines:

Sr. No.	Objectives
1.	**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.
2.	**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.
4.	**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.
5.	**Operating Environment:**

Syllabus:

Unit No.	Title with Contents	No. of Lectures
	Suggested List of Assignments:	
	1. Assignment 1 - Washes: - Plain/Flat, Graded, Wet In Wet, Dry Brush Etc.	15
	2. Assignment 2 - Color Wheel: - Primary, Secondary, Complementary, Warm / Cool Colors –	15
	3. Assignment 3Color Values – Color Harmony –Light And Shade – Reflected Light	15
	4. Assignment 4-BG Painting: - Trees, Mountains, Clouds, Water Bodies, Meadows, Assignment 5-Buildings, Science Fiction Story Backgrounds	15
	5. Assignment 5 - Painting Backgrounds For Mythological Stories	15
	6. Assignment 6 - Day/Night Scenes.	15

References:

Books: Laboratory handbook

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NAAC accredited 'A' Grade

Certificate Course in 2D Animation

2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	Practical Course on Digital 2D Animation II
Course Code	**21AUPD2D105**
Semester	2
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	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.

Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
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:

Sr. No.	Objectives
1.	**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.
2.	**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.
4.	**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.
5.	**Operating Environment:** For Digital 2d Animation Operating system: Windows 10 Software: Adobe Flash / Animate

Syllabus:

Unit No.	Title with Contents	No. of Lectures
	Suggested List of Assignments:	
	1. Assignment 1- Tracing An Image	10
	2. Assignment 2– Twining	10
	3. Assignment 3- Roto scoping	10
	4. Assignment 4-Working With Text	10
	5. Assignment 5- Working with Special Effects	10
	6. Assignment 6- Cyclic Animations	10
	7. Assignment 7- Lip Sync Animation	10
	8. Assignment 8-Setting Up Camera Techniques	10
	9. Assignment 9- Stereoscopy	10

References:

Books: Laboratory handbook