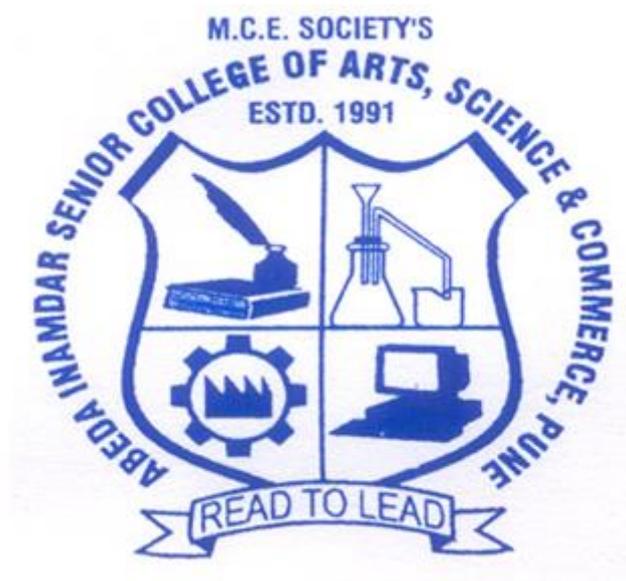


MCE Society's

Abeda Inamdar Senior College of Arts Science and Commerce



Animation Department

Certificate Course in Pre-Production & 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.

Certificate Course in Pre-Production & 2D Animation

2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	Script Writing and Storyboarding for Animation
Course Code	21AUCC2DA101
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 draw suggested backgrounds for your boards from rough blocking to adding perspective and how to draw depth and space in your panels.

Expected Course Specific Learning Outcomes

Sr.	Learning Outcome
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No.	
1.	Learn the ways of drawing boards for animation
2.	Animation principles and design
3.	Character design, character posing, and expression.
4.	Understanding drawing tools and create graphics
5.	Learn storyboard design for multimedia and animation

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	
Unit II.	Storyboard	10
	1. Storyboard	2
	2. Importance of Storyboard & Advantage	3
	3. Different Types of Storyboards	2
	4. Storyboard Formats	3
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 VI.	Illustrating Camera Techniques in A Story Board	15

	1. Visual Continuity	3
	2. Transitions	4
	3. Digital Storyboarding	3
	4. Camera movement	5
Unit V.	Creation of Animatic	15
	1. Scanning Storyboard Panels and Synchronizing It with The Soundtrack	3 4
	2. Understanding timeline.	
	3. Sequence of shots	3
	4. Understanding transition	5

References:

1. Don Bluth's Art of Storyboard: Don Bluth - Dark Horse Comics, 2004
2. How to Draw Animation - Learn the Art of Animation from Character Design to Storyboards and Layouts: Christopher Hart - Watson-Guption; New ed. edition
3. The Art of the Storyboard - Storyboarding for Film, TV, and Animation: John Hart- Focal Press; 1st edition



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2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	Basics of Drawing
Course Code	21AUCC2DA102
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. Students develop a basic skill in drawing through various exercises.
2.	This course also helps the students to have an idea about the history of art in general.

Expected Course Specific Learning Outcomes

Sr.	Learning Outcome
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No.	
1.	Advanced Concept of Perspective Drawing
2.	The ability to draw just about anything in space accurately
3.	To be able to design a believable world.
4.	Expand your Visual library
5.	Story driven visualization
6.	Best practice & habit forming for a life in art and design
7.	Time as a resource
8.	To focus channel and utilize creative energies optimally to achieve course objectives and get ready for a career in art.

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)	2
	2. Wet Media – (Dip Pens, Disposable, and Cartridge Pens) –	1
	3. Markers – Brushes – Inks (Water-Based, Alcohol-Based, Indian/Chinese Ink)	1
	4. Paints (Water-Based, Acrylic, Oil)	1
Unit III.	Drawing Surfaces	15
	1. Drawing Surfaces – (Papers – Newsprint – Vellum - Bristol Board - Rag/Cotton Paper	3
	2. Watercolor Paper - Charcoal Paper - Colored Paper - Rice Paper – How to Handle These Papers)	4
	3. Drawing Surfaces – (Scratchboards) –	3
	4. Tools For Erasing and Sharpening – Palettes – Knives-	

	Easels.	5
Unit IV.	Basic Drawing	15
	1. Drawing Lines, Circles, Ovals, Scribbles, Patterns Etc.	3
	2. Drawing from Observation, Doodling, and Noodling	4
	3. Drawing Straight Lines –Free Hand Drawing Holding the Pencil	3
	4. Drawing with Grids	5
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. Drawing For the Absolute and Utter Beginner: Claire Watson Garcia - Watson-Guptill Publications,
2. Exploring The Elements of Design: Mark A. Thomas, Poppy Evans- CENGAGE Learning Custom Publishing; 3rd edition
3. The Art of Composition: Michael Jacobs - Doubleday
4. The Art of Pictorial Composition: Wolchonok - Dover (January 1, 1969)
5. Social History of Art: Arnold Hauser - Routledge (May 20, 1999)



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Certificate Course in Pre-Production & 2D Animation

2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	Introduction to Entrepreneurship and soft skill
Course Code	21AUCC2DA103
Semester	1
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	Objectives
1.	To introduce the fundamentals of entrepreneurship.
2.	To develop the ability to Understand the characteristics of the various forms of business organization
3.	To understand a structured approach towards being a successful entrepreneur.

4.	To develop a plan of launching a start-up.
5.	To develop business -solution model around the current problems
6.	To understand digital marketing as a tool for entrepreneurs.

Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
1.	Explore various ideas and business models around the business idea.
2.	Plan the core components and elements required to start a successful start-up.

Syllabus

Unit No.	Title with Contents	No. of Lectures
Unit I.	Fundamentals of Entrepreneurship	3
	1. What is the mindset of an entrepreneur?	1
	2. Identifying a problem	
	3. Need Analysis	
	4. Sensing solution among the problems	
	5. Developing the seed “The Idea”	1
	6. Searching market moves & trend.	
	7. Understanding Creativity and Innovation	
	8. Opportunity finding and taking the right approach.	1

Unit II.	Develop the Plan for Startup	7
	<ol style="list-style-type: none"> 1. Taking first steps to develop a business model. 2. Selecting the right type for registering the business. 3. Business Plan: concept, format. 	<p>3</p> <p>1</p>
	<p>Components: Organizational plan; Operational plan; Production plan; Financial plan; Marketing plan; Human Resource planning</p>	3
Unit III.	Branding & Marketing of Start-up	10
	<ol style="list-style-type: none"> 1. Developing a brand around the idea. 2. Branding, Logo, Tagline 3. Copyright, trademark, and Patent for start-up 4. Planning a strategy for promoting the start-up. 5. The Art of negotiation and methods 6. Customer Relationship Management 7. Vendor Management 8. Developing the minimum viable product. 9. Sales and marketing plan 	<p>1</p> <p>1</p> <p>1</p> <p>1</p> <p>1</p> <p>1</p> <p>1</p> <p>1</p> <p>2</p>
Unit VI.	Growing the Startups	10
	<ol style="list-style-type: none"> 1. Lean startup growth 2. Making a growth plan for the startup. 3. Concept of Franchising the startup 4. Mergers and Acquisition: Concept, reasons, types. 5. Reasons for failure of Mergers and Acquisitions. 	<p>2</p> <p>2</p> <p>2</p> <p>2</p> <p>2</p>
Unit V.	Cost, Expenses, Inventory and ROI	10
	<ol style="list-style-type: none"> 1. Unit of Sale, Unit Cost for multiple products or services 2. Break even Analysis for multiple products or services. 3. Computation of Working Capital 4. Inventory Control and EOQ 5. Return on Investment (ROI) and Return on Equity (ROE) 	<p>2</p> <p>2</p> <p>2</p> <p>2</p> <p>2</p>

Unit VI.	Resource Mobilization	5
	1. Capital Market- Primary and Secondary	1
	2. Stock Exchange- Concept, features, functions, and importance	1
	3. Securities and Exchange Board of	1
	4. India- History, establishment, powers	1
	5. Angel Investor: Features	
	6. Venture Capital: Features, funding	1
Unit VII.	Digital Marketing as Marketing Tool	15
	1. What is Digital Marketing	3
	2. Growth of digital marketing	3
	3. Benefits of digital marketing	3
	4. Different digital marketing channels	3
	5. Setting up digital marketing budgets	3

References:

1 - Udyamita (in Hindi) by Dr. MMP. Akhouri and S.P Mishra, pub. By National Institute for Entrepreneurship and Small Business Development (NIESBUD), NSIC-PATC Campus, Okhla

2-Entrepreneurship development & management (English, Paperback, V. K. Joshi)
Publisher: Jagdamba Publishing Company ISBN: 9789380280462, 9380280462

3-Entrepreneurship Paperback – 1 July 2020 by Rajeev Roy Publisher: OUP India; 3rd edition (1 July 2020) Language: English Paperback: 600 pages ISBN-10 : 0190125306

4- Safalta ki 22 Chabiyaan (In Hindi) by Dr. Rishi Aacharya pub. by Notion Press Chennai ISBN-10 : 1947027514

Magazines

- Udyamita Samachar Patra (Monthly, Hindi), Pub. By Centre for Entrepreneurship Development, M.P. (CEDMAP), 60 Jail Road, Jhangerbad, Bhopal-462008.

- Science Tec. Entrepreneur (A Bi Monthly Publication), Centre for

Entrepreneurship Development, M.P (CEDMAP), 60 Jail Road, Jhangerbad, Bhopal -
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Certificate Course in Pre-Production & 2D Animation

2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	Practical course on Digital Image Editing
Course Code	21AUCC2DA104
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 the use of Photoshop
2.	Understand the Interface of Adobe Photoshop
3.	Access File options in Adobe Photoshop
4.	Understand Selection tools in Adobe Photoshop
5.	Use Manipulation using selection tools in Adobe Photoshop
6.	Use Wrap tool in Adobe Photoshop
7.	Create Mockup for Frame in Adobe Photoshop
8.	Access and use Cloning Effects in Adobe Photoshop
9.	Create Stationery Design in Adobe Photoshop
10.	Create Face Retouching in Adobe Photoshop
11.	Use Image Adjustment modes in Adobe Photoshop
12.	Define Brush in Adobe Photoshop
13.	Use Lens Flare Effect in Adobe Photoshop
14.	Use Lightning effects in Adobe Photoshop
15.	Create Caricature in Adobe Photoshop
16.	Use Distort Effects in Adobe Photoshop
17.	Create Oil Paint and Blur Effects in Adobe Photoshop
18.	Use Filter Effects in Adobe Photoshop
19.	Create Dispersion Effect in Adobe Photoshop
20.	Use Timeline in Adobe Photoshop

Guidelines:

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, Instructor's sign.
3.	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
4.	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	10
	2. Assignment 2 - Basic Photo Correction	10
	3. Assignment 3 - Working with a selection	10
	4. Assignment 4 - Quick Fixes	10
	5. Assignment 5 - Mask and channels	10
	6. Assignment 6 - Typographic Design	10

	7. Assignment 7 -Vector Design	10
	8. Assignment 8 – Advanced Compositing	10
	9. Assignment 9 – working with a brush and mix brush tool.	10
	10. Assignment 10 - Creating a layout	10

References:

Books: Laboratory handbook



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Certificate Course in Pre-Production & 2D Animation

2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	Practical course on Digital 2D Animation
Course Code	21AUCC2DA105
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 with what is taught and move to the next lecture at your own pace.
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Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
1.	Learn new tools
2.	Understanding drawing tools and create graphics
3.	Learn 2D digital animation
4.	Learn and create Motion Graphic
5.	Create vector Graphic animation

Guidelines:

Sr. No.	Objectives
1.	<p>Lab Book:</p> <p>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.</p>
2.	<p>Submission:</p> <p>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.</p>
3.	<p>Assessment:</p> <p>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</p>

	overall assessment as well as each lab assignment assessment include- timely completion, performance, creativity
4.	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	6
	11. Assignment 11- Modify Gradients	6
	12. Assignment 12-Motion tween on text	6
	13. Assignment 13-animation by using motion preset.	6
	14. Assignment 14-Walking effect by frame, create a button.	6
	15. Assignment 16-Create 3d rotation and transform,	6

	create animation using onion tool	
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References:

Books: Laboratory handbook



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**Certificate Course in Pre-Production & 2D Animation
2021-22 (CBCS – Autonomy 21 Pattern)**

Course/ Paper Title	Practical course on Audio Video editing
Course Code	21AUCC2DA106
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.	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 under time constraints of production deadlines for videos. Students will learn proper camera framing, how to create a shot sequence, video editing in Adobe Premiere.
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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.
6.	Record short clips by using a camera.
7.	Import clips to the hard disk.
8.	Edit these clips by using premiere Pro software.

Guidelines:

Sr. No.	Objectives
1.	<p>Lab Book:</p> <p>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.</p>
2.	<p>Submission:</p> <p>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.</p>
3.	<p>Assessment:</p> <p>Continuous assessment of laboratory work is to be done based on</p>

	<p>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</p>
4.	<p>Operating Environment: For Audio Video editing Operating system: Windows 10 Software: Adobe Premiere</p>

Syllabus

Unit No.	Title with Contents	No. of Lectures
	Suggested List of Assignments:	90
	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 creates a basic Compositing.	6

	<p>9. Assignment 9. Duplicate a Person using Chroma Screen and Crop tool</p> <p>10. Assignment 10. Create a color effects maintaining red color.</p> <p>11. Assignment 11. Create a Stop Motion video using image sequence.</p> <p>12. Assignment 12. Make a Creative Titles and apply lens flare effects on it and make presentable Motion Graphics.</p> <p>13. Assignment 13. Create Intro sequence using text and animate titles with effects.</p> <p>14. Assignment 14. Create a text for any interviewer with a good animation effect.</p> <p>15. Assignment 15. Stylize your video using Track Matte Effects and Crop Effects Create a Slow motion fast-motion video using time remapping and also use the stretch tool.</p>	<p>6</p> <p>6</p> <p>6</p> <p>6</p> <p>6</p> <p>6</p> <p>6</p>
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References:

Books: Laboratory handbook