

B.Sc. (Animation & Multimedia)

SYLLABUS (First Semester)

BAM 108 EXPERIMENTAL ANIMATION

Introduction to experimental animation, Orientation into visual art form, orientation into time and performing art form, relevance of message and medium and their relationship, history of experimental animation.

Introduction to cut-out animation (cardboard sets, houses, layouts designing) clay animation, flip books, stop motion technique, Animation set designing (table top), Clay character modeling, table-top model lighting, technique of working in groups.

Experimental animation work with different media like: Water colours , Poster colours , Water proof colours , Oil pastel colours, Acrylic colours, Pencil colours, Charcoal, Pen and Ink, Using dry brush and other waste materials such as sand , stones, grass, hardboard, different types of colour papers & clay etc.

Students should submit a project (in groups) at the end of the semester.

BAM 102 : FOUNDATION COURSE IN CLASSICAL ANIMATION

The basic of traditional an 2D animation. Introduction to the skill required thereof. Beginning life drawing. Use of simple shapes.

How to draw the drawings with the help of basic shapes, Animal study, Human anatomy, Shading techniques, Live model study, Introduction- Importance of confidence, Difference between “looking at the drawing” and “seeing the drawing”, What is observation, Procedure- How to approach, Importance of Guideline- Line of action, Overcome the fear, Drawing for animation, An Introduction on how to make drawings for animation, Shapes and forms, About 2d and 3d drawings, Caricaturing – fundamentals, Exaggeration, Attitude, Silhouettes, Boundary breaking exercises and warm ups, gesture drawing, Line drawing and quick sketches, Drawing from observation, memory and imagination

BAM 103 : PRINCIPLES OF ANIMATION

Introduction to the equipment. The animator’s drawing tools, The animation table (light box, Field charts, Line tests, The exposure sheet (“X” sheet), Perspective in animation. Perspective- blocks and boxes, Vanishing point in horizon, Outside horizon and indoors, Scale diagrams in perspective, Different view points, Importance of eye level, Curves and cylinders in perspective, Perspective in 1 point, Perspective in 2 point, Perspective in 3 point, Perspective in multiple points, Multiple points in animation perspective, Objects in perspective, Animals in perspective, Human forms in perspective, Cast shadow exercise, Shapes in perspective with light and shade, Foreshortening, Foreshortening of cylinders, Construction drawing of animals with foreshortened cylindrical forms.

BAM 104 : CREATIVITY – I

Demonstration and lectures on required skills for an animation artist, Visual and creative development of an artist, How to draw gestures, facial expressions etc.

Introduction to pose to pose sketching (Action analysis). Rapid sketching from live models, Introduction to Acting, Modelling, Sketching from Acting, Sketching from live models, Introduction to Rapid Sketching Techniques, Sketching from Memory, live action. Basics of Acting - Style breaking, Movements. Imagination and implementation - Making gestures, Facial expressions, Acting on small sentences, Acting in couple and acting in group. Acting as story teller - Single act on a song or a small story, Group competition, Usage of Acting into animation - Acting V/s Animation, Tell me the situation, Cat and mouse.

BAM 105 : Computer Laboratory on 2D Animation

Flash workflow & Workspace

1. Introduction to flash
2. Workspace overview
3. Customize the workshop
4. Using the Stage and Tools panel
5. About the Timeline
6. Using Flash panels
 - a) Property inspector
 - b) Library panel
 - c) Movie Explorer
 - d) History panel
 - e) Colour panel

Working with Flash documents

1. About Flash files
2. Create or open a document and set its properties
3. View a document when multiple documents are open
4. Working with project
5. Importing artwork into Flash
(Working with Photoshop PSD files
(PSD file import preferences))
6. Adding media to the library
7. Work with libraries & its items
8. Working with timeline
9. Working with scenes
10. Find and replace command
11. About templates

Drawing Basis

1. about vector and bitmap graphics
2. Flash drawing mode
3. About overlapping shapes
4. Using Flash drawing and painting tools
 - a) Draw with the pencil tolls
 - b) Draw straight lines
5. Reshaping lines and shape outlines
6. Snapping (object snapping, pixel snapping, snap alignment)
7. Working with colour, strokes and fills

Working with graphic objects

1. Selection objects
2. Moving, copying and deleting objects
3. Arranging object (Stack, Align, Group, Break apart groups and object)
4. Transforming object

Using symbols, instances and library assets

1. Symbols overview
2. Types of symbols
3. Create symbols
4. Convert animation on the Stage into a movie clip
5. Duplicate symbols
6. Edit symbols
7. Working with symbol instances

Creating animation

1. Animation basics
 - a) Creating motion
 - b) Creating key frames
 - c) Representations of animation in the Timeline
 - d) Frame rates
 - e) Frame-by-frame animation
 - f) Onion skinning
 - g) Extend still images
 - h) Mask layers
2. Using Timeline effects
3. Twinned animation
4. Special effects
 - a) Filter
 - b) Animation Filters
 - c) Create preset filter libraries
5. Blend modes in Flash
6. Working with text
7. Working with sound
8. Working with video

BAM 109 : INTRODUCTION TO 3D

Introduction to 3D, Interface of 3D Max, Basics of 3D Max Modeling , Exporting, Using the menus. Floating and docking, View port manipulation. Command panel, Customising the interface.

Using drag and drop feature, Introduction to different workspaces.

Geometry, sub objects, Extruding, welding, bridging etc. Recognizing the workspaces. Introduction to modifiers and modifier gizmos. Familiarity with common modifier like bend, editpoly, Xform wave, lathe symmetry etc. Using the modifier stack. Navigating the modifier stack. Hot keys, User defined hot keys.

BAM 107 : Computer Laboratory on Multimedia – I

- Make some Graphics using lines.
- Draw some graphics on paper by combining basic shapes.
- Make drawing on paper to tell a folktale.
- Draw logos for the companies using design tool.
- Make a sketch of some cricket players.
- Make a sketch of some cricket players
- Make some layout on paper for presentation.
- Make a perfect cropping of some images using Photoshop.
- Prepare a cut-out of some images using Photoshop.
- Place nice back ground for that images.
- Prepare nice back ground using gradient colour.
- Scan Various images.
- Colour adjustment of that images.
- Convert a B & W image into colour (Use Variation)
- Design a text logo for Magazine / Newspaper.
- Dsign visiting card.
- Design greetings card.
- Design kid's Magazine Cover.
- Design college Magazine Cover.
- Choose a theme (Music, Festivals, Sports, Dance) and design 5-8 graphics on them.
- Make any Advertisements from newspaper.
- Design that Ad from your own style.
- Make Nature scene (winter) digital painting.
- Make Nature scene (summer) digital painting.
- Design Pamphlets on any Company.
- Design information Brochures on any company.
- Make digital painting (use brush, pencil , smudge etc).
- Lake something like modern art keeping in mind colour combination.
- Make a collage of Indian Art & Culture.
- Make a Collage of wildlife Animals.
- Make a portrait of celebrity (Digital Painting).
- Play with Photoshop filters.
- Bring some object & try to make in Computer.
- Make your own cartoon character.
- Design a brochure.
- Design motifs Tribe art.
- Make an animal character.
- Plan a story of that character & make its back grounds in three/four frames.
- Make Posters on Nature / earth.
- Make lists of Animated film & special effect.