

## **B.Sc. (Animation & Multimedia)**

### **Syllabus (Second Semester)**

#### **BAM 201 : ANIMATION TECHNIQUES**

Drawing for Animation, Exercises and warm ups on pegging sheet, Quick Studies from real life, Sequential movement drawing, Caricaturing the Action. Thumbnails, Drama and psychological effect, Motion Studies, Drawing for motion, The Body language, Re-defining the drawings, Introduction to animation production process, Basic Principles in animation, Squash and stretch, Anticipation, Staging, Straight ahead and pose to pose, Follow through and overlapping action, Slow in and slow out, Arcs, Secondary action, Timing, Exaggeration, Solid drawing, Appeal, Mass and weight, Character acting, Volume, Line of action, Path of action, Walk cycles of animal and human.

#### **BAM 202 : CREATIVITY - II**

Genesis of creative impulse and giving it concrete form. Overview of writing for different mediums i.e. TV , radio, newspaper and other performing art formats. Basic principles and tools of writing. Role of language.

Introduction to subject, theme, plot. Definition and explanation of story writing. Theory of projection of conflict. Presentation of the plot. Characterization. Case studies with successful writers. Development of story. Basic elements and tools of script writing. Writing for different groups - i.e. children, youth, women and rural population.

## **BAM 203 : AUDIO – VIDEO TOOLS & TECHNOLOGY**

Digitization, AV data from tape to computer hard disk. Understanding the playback deck, understanding signal processing of S-video, fire wire and composite video.

Editing Work Station management – disk space & speed requirement. Broadband and streaming video technology. Using Editing Software – editing basics and implementation of various techniques used in non-linear editing. Mastering final edit line – audio levels, colour correction, audio mixing, mixed and un-mixed versions, importing and applying compatible graphics files. Understanding compression and its affects along with various methods.

## **BAM 204 : COMPUTER LABORATORY ON COMPUTER GRAPHICS & MULTIMEDIA – II**

Introduction to 2D painting and texture tools, and their role in the 2D and 3D animation production. Understanding basic file formats like PAL, NTSC, HDTV, Image aspect ratio, pixel depth and density. Introduction to file resolution, and balancing the quality and file size, introduction to web related options such as “save for web”, Slice tool etc. Introduction various paint techniques involved in animation production. Introduction to concepts like background, over lays, under lays and painting them in 2D painting tools. Introduction to the texturing in 3D animation and creating various textures

## **BAM 205 : COMPUTER LABORATORY ON 2D DIGITAL ANIMATION**

Introduction to the basic 2D digital animation techniques, implementing the traditional 2D techniques in digital animation. Understanding the concepts of layers and drawings. Introduction to the Ink paint of drawings, Introduction to X- sheet (digital X- sheets) understanding the concepts of camera, panning background and camera for effective scene compositing, adding pegs to camera and elements layers for adding panning and truck in and truck out. Exporting animation in to various file formats as per the out put requirements. Introduction to multiple panning and multiple camera.

## **BAM 206 : COMPUTER LABORATORY ON 3D GRAPHICS ANIMATION DESIGN**

Introduction to 3D interface, understanding the concept of four view ports. Aligning objects in the each view port in X, Y, Z axis. File navigation, saving and opening the files, customizing the interface. Introduction to the Standard and Extended primitives. Understanding the spline tools, creating 3D objects from 2D spline shapes. Introduction to creating complex objects with standard and extended primitives. Modeling objects with Lathe, Loft, Extrude etc modifiers. Introduction to the 3D elevators and walk through.

## **BAM 207 : COMPUTER LABORATORY ON INTERACTIVE MULTIMEDIA**

### Basic

- Introduction to computer
- Hardware and software

### MS. DOS

- Introduction
- Various commands
- How these commands work

### Windows

- Introduction
- Various Operating systems
- File Systems
- Sharing and Securities

### M.S Office

- Introduction
- MS WORD
- MS Power Point
- MS Excel

### Internet

- Introduction
- Creating & Managing Mail Accounts
- Searching